

# Q64

EIDOS'

## FIGHTING FORCE

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EXTREME G2  
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Quest 64

20 PAGES OF  
STRATEGY AND  
COMPLETE  
WALK THROUGH!

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CHECK THEM OUT!

NFL BLITZ • TONY'S WRECKIN' BALLS  
GEX • MADDEN '99 • ISS '98



*Highlight film receptions.*



*In-your-face tackles.*



*Catch-me-if-you-can speed.*



*Jumbo-size players.*

# NFL BLITZ

**NO REFS. NO RULES. NO MERCY.**



*Earth-crumbing tackles.*



*Cover-your-eyes-and-don't look sacks.*



*Power-ups enable true arcade play.*



*Deadly long-range passing.*



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# NFL BLITZ SPIKES

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ALLOWANCE OF  
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BASED ON  
#1 ARCADE  
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Net Wt. 350 lbs.

## Nutritional Facts

Serving Size  
Amount Per Serving

Total	
Iron	1%
Verified	1%
Amount Per Verified	100%

Oil	
Soybean Oil	1%
Peanut Oil	1%
Wheat	100%

100% High Quality

100% Quality

100% Quality

100% Quality

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FOOTBALL PLAYERS PUMP IRON.  
BLITZ PLAYERS HAVE IT FOR BREAKFAST.

EIDOS  
INTERACTIVE

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CORE

NINTENDO 64



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"ALWAYS CARRY A SPARE."  
AFTER ALL, YOU MIGHT MISS THE FIRST TIME.

— Ben "Smasher" Jackson



ANY FIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bedlam.



Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.









Dear Q64,  
I'm a big fan of your magazine, even though the Summer '98 issue is my first copy. However, I still think it's the bomb. I have a few questions... 1) Does MK4 have any codes? If so, please print them in the Fall '98 issue. 2) Can you please give me cheat codes for Extreme G, Golden Eye, and Star Fox. 3) Is Nintendo coming out with a sequel to Star Fox? 4) Could you please print my letter in your next issue? That's all.

Sincerely,  
Amir  
Long Branch, NJ

**Thanks for the letter, Amir. As always, we aim to please. Here goes...** 1) Yes, check out the Backdoor section in this issue, 2) You missed out on the codes for those three great games? We printed them in previous issues. But, if you *an*, e-mail us at [d3@quake.net](mailto:d3@quake.net), and we'll get those codes right back to you, 3) Yes, look for the Star Fox sequel in late '99. It will be called Super Star Fox Kart 64 (just kiddin'), and 4) ask, and you shall receive.

Dear Q64,  
I want to know what kind of games one would make for the 64DD. Would they cost more than the regular cartridges? And what about Jurassic Park — would they make that game for it? And, lastly, why is the new Zelda game only going to be a one player game?

Sincerely,  
John Diox  
Orlando, FL

**Johnny,**  
Let's get one thing straight; with the announcement that *Zelda: Ocarina of Time* will be coming out on cartridge only, we can pretty much kiss the thought of an add-on device such as the 64DD goodbye. The only way to sell consumers on the idea

**of forking out big bucks on hardware is if there's going to be amazing software to support it. Sorry, but nobody is going to buy the 64DD to play Jurassic Park. As for why Zelda is only a one player game - that's just the way it's always been, and will always be. RPG's (Zelda is an "adventure/RPG") are only suited for the single player mode.**

Dear Q64,  
Hello. My name is Matthew. I was reading your Spring '98 issue and then I noticed that in your Cover Story on Quest 64, there were some errors. On the second page, at the bottom, it says that "the spirits that Jock uses are executed by pressing 'he' yellow buttons". Shouldn't the word be 'the'? Also, on the next page, it says "And you'll need all the strength you can muster...". Is that supposed to be 'master'? Just checking. Well, I have to go now, but first I want to compliment you on this (Spring '98) issue. It really helped me understand Quest 64, and also helped me beat Bomberman 64.

Sincerely,  
Matthew Phillips  
Fort Campbell, KY

**Matthew,**  
Hey — thanks for checking on our spelling and grammar usage, we need all the help we can get! Yes, the word should have been spelled "the" (our copy editor must have been asleep). The word "muster" means to 'gather', as in "Gather all of your strength".

Dear Q64,  
I think that your magazine rocks. In the reviews section (Judgment 64), I think you should take out the 'sound' score and put in a 'controls' score. Also, regarding, 1080 Snowboarding, I think it should have got at least a '9', and not the '7' that you gave it. I also think that you should

make Q64 come out every month, rather than every season. And, lastly, there should be a section for gadgets and stuff like that (the 64DD?). Thanks. Q64 rules!

Tom McCorty  
Grand Canyon, AZ

**Tomas,**  
Thanks for the good suggestions — we'll have a "gadgets" section in the next issue (Winter '99), so be sure to check it out. If you liked 1080, then you'll LOVE Midway's Twisted Edge, check it out in our Future Play section. And, just for the record, we think Jack's tacos rock!

Dear Q64,  
I have a Nintendo 64 and I like most of the games for it, but I prefer lots of action and non-stop killing of the enemies. I would like you guys at Q64 to tell Nintendo or Rare about the game I'm going to ask to be made — it's called 'Aliens'. If you have seen the movie, then you can see why I like lots of action and killing of the enemy. Plus, you can tell them to keep the games rolling on out. Keep up the good work, Q64.

Adam Topp  
KalisPELL, MT

**Adam,**  
We've told Nintendo that you like killing things, and they had no response.. but they did lock the doors and hire extra security. If you liked 'Aliens', then you'll have to get a PlayStation or PC, because the folks that own the rights to that name (Fox Interactive, by the way), have made games under that license for both of those platforms, and nothing is currently scheduled for the N64 (although that could easily change).

Dear Q64,  
I would like to know how to get to the

5.725578 : 56.9617824 : 00.5340051



22-3-5



4'0"54"

# ULTIMATE

QJDS4 : 50F4F1

**Turbinal blast!**

## weapons selection

fresh

power and  
and some

**Abstract**

### Related topics

energy sphere

mini gun





little island on the first level of Golden Eye. Do you know how to get there?

Ryan Russell  
Portland, OR

**Ry,**  
*As a matter of fact, we do know how to get there (and we know the way to San Jose). Check out the Backdoor section in this issue!*

Dear Q64,  
I bought my first copy of your mag yesterday (Summer 98) and I love it. I have a couple of questions; 1) What is the 64DD and how much does it cost? 2) Why won't you make subscriptions available for Q64? 3) Will you talk more about Zelda in the next (Fall 98) issue? I want to know more! Keep up the good work.

Sincerely,  
Kyle T.  
Los Angeles, CA.

**Kyle,**  
*Ok, one more time, just for you. 1) The 64DD was going to be an add-on device that would use a type of "floppy" disk to store the game information (instead of the cartridge format). This would benefit the consumers (you) in two ways; 1) The games would be bigger — they could hold more info — than the current games, and 2) they would be cheaper, since the cost of manufacturing a cartridge (which have expensive memory chips inside) is so high and disks can be made for much less. The downfall of this theory is that you would have to pay as much (if not more) for the add-on device as you did for the N64 itself, and that's never a good thing! We will be taking subscriptions for Q64 shortly! And lastly, Nintendo hasn't given us any more "new" info on Zelda, so there's not much to say that hasn't already been said... "big game, lots of stuff to do, 32M cartridge, mucho dollars".*

Dear Q64,  
I think your magazine is an awesome mag. keep up the good work. I had a few questions; 1) In the game WWF War Zone, can you create your own signature move? 2) Will there be a strategy guide for WWF War Zone? If so, when will it be released? 3) Will there be a Tiger Woods golf game for the N64? 4) When will Donkey Kong be released?

Sincerely,  
David Lund  
latskanie, OR

**David,**  
*1) You can't create your own signature move, but you can create your own character and assign him the move list from any of the other characters in the game. 2) Yes. Acclaim will put out their own strategy guide and it should be available at the same time the game is released. You should note that all of the moves, except for some secret ones, are listed in the game's practice mode. 3) EA Sports holds the rights to the Tiger Woods license, and they are making versions for the PlayStation and PC, but no word on if an N64 version will come out. 4) Nintendo has no current plans for a N64 version of Donkey Kong.*

Dear Folks at Q64,  
I liked your winter issue a lot. You're right about Nagano Olympics, but, the speed skating does all of the turns for you. I have trouble landing on the ski jump! I almost bought ITZ 98 and Clayfighter, but after reading your reviews, I think I'll stay away from those games! I DO NOT LIKE DIDDY KONG racing. It's way too easy and it gets boring quickly. Are there any games you recommend? I'm eight and trigger happy (my mom doesn't let me play anything that's too violent).

See ya soon,  
Charley Wolinsky  
Garrattsville, NY

**Chuck,**  
*You sound like quite the intelligent 8 year old! Thanks for sharing your troubles with us, and, just so you know, some of us didn't like Diddy Kong, either. Since you're a trigger happy guy who's mom won't let you shoot up the bad guys, you may be out of luck. We don't know of any games that let you shoot tin cans and bottles, but we do know, that if you lived in Germany, you wouldn't be able to shoot people like you can in Golden Eye. The Germans have a no "human" violence law that makes game makers change the people into robots or aliens. So, Golden Eye in Germany is all about killin' robots! Achtung, baby!*

Dear Q64,  
I just bought the Summer 98 issue and I think it's by far the best N64 mag out there. I, like many before me, have a question... I read several month's ago that Singletrac was switching over to the N64 (from the PSX). Is that true? I hope it is, because then they will make Twisted Metal for the Nintendo, right?

Cal Schutte  
Andover, MN

**Cal,**  
*Here's the short version — Singletrac, the developer, left the publishing umbrella of Sony, and ended up with publisher GT Interactive (Hexen 64). Sony owns the rights to the name "Twisted Metal", so only Sony can make a game called "Twisted Metal" (which they are, for the PlayStation only, called Twisted Metal 3). As for Singletrac making games for the N64, we haven't heard of any, but if they do start to work on some, we'll be the first to let you know about it.*

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SHIELD TAKEN

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WOMEN'S STAFF

ASSOCIATED JOURNALISM BOOK REVIEW

45054

# hypnophonic!

groovy tracks:

propeller heads

fluke

and other

lewd legends



# TOP 10 TRST

## BEST SELLING NINTENDO 64 TITLES

### JUNE, 1998

Nintendo's  
**MLB with Ken Griffey Jr.**



**1**

last month **4**  
average retail price  
\$51

**8**

Nintendo's  
**Banjo-Kazooie**



**2**

last month **\*\***  
average retail price  
\$50

**8**

Acclaim's  
**All Star Baseball '99**



**3**

last month **\*\***  
average retail price  
\$61

**8**

Nintendo's  
**Goldeneye 007**



**4**

last month **3**  
average retail price  
\$61

**9**

THQ's  
**Quest 64**



**5**

last month **\*\***  
average retail price  
\$62

**8**

Nintendo's  
**1080 Snowboarding**



**6**

last month **1**  
average retail price  
\$50

**7**

Midway's  
**Mortal Kombat 4**



**7**

last month **\*\***  
average retail price  
\$51

**7**

Nintendo's  
**Yoshi's Story**



**8**

last month **5**  
average retail price  
\$50

**NR**  
NOT RATED

Nintendo's  
**Super Mario 64**



**9**

last month **6**  
average retail price  
\$40

**NR**  
NOT RATED

Nintendo's  
**Mario Kart 64**



**10**

last month **7**  
average retail price  
\$39

**8**

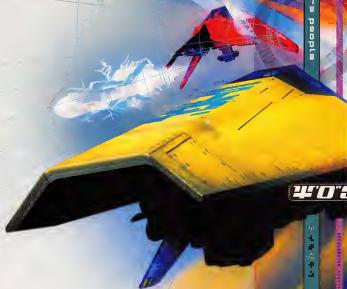
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\*\* Not in Top 10 Last Month



# wipeout 64



002161 SUPER GO FAST FOR FUTURE PEOPLE

002161 SUPER GO FAST FOR FUTURE PEOPLE

002161

49.04

pumping electronics soundtrack

6 huge new race circuits with jaw-dropping scenery

wider tracks and all new pit stops

4-player simultaneous play and Multi-player tournament mode

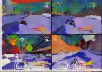
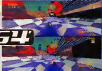
12 weapon systems including rear view attack mode

challenging 13-craft competition heats

**wipeout 64**

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

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002161 SUPER GO FAST FOR FUTURE PEOPLE

002161 SUPER GO FAST FOR FUTURE PEOPLE

002161

002161

The #1 football game on N64  
just got a whole lot better.

*Brett Favre*  
3-Time NFL MVP

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**Second Generation Technology**  
Award-winning Hi-Rez™ graphics  
boasts more polygons and colors

**All-New NFL Artificial Intelligence**  
Game strategy written by New York Jets  
Offensive Coordinator Charlie Weiss

**Authentic NFL Action**  
Choose from 30 team specific playbooks like the 49ers  
West Coast Offense and Steelers Ground Attack

**Over 400 All-New Motion-Captured Animations**  
Popular player celebrations like the  
chicken dance, punching bag and army salute

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Play by play from Mike Patrick and  
color commentary from Randy Cross

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Lightning-quick pass control  
using the analog joystick

**Total Team Management™**  
Create your own players, coaches,  
teams, playbooks and uniforms

**Turn Back the Clock**  
Replay key moments  
from all 32 Super Bowls



# NFL QUARTERBACK CLUB 99

sweat the details

# THE BACKDOOR



## ALL STAR BASEBALL

These codes are entered in the Cheat Menu:  
**TURN THE COMPUTER TEAM INTO ALIENS/PLAY AT ALIENAPOLIS STADIUM:**  
 ATEMYBUIK  
**BIG HEADS, BIG FEET, AND BIG BATS:**  
 GOTHELIUM  
**PAPER THIN PLAYERS:**  
 PRPPAPLYR



simultaneously press all four C buttons. Do this many times and you will hear a beep. Then go to the All-Star teams and there will be two new teams: Nintendo and Angel Studios.



## SHOOT FIREWORKS IN VIEW STADIUM:

When you get into the "View Stadium" mode by pressing the Z button while choosing your stadium, you can shoot fire works by pressing the Z and R button at the same time. The fireworks shoot near home plate. This code works in every stadium.



## AERO GAUGE

### ALL CARS:

At the vehicle select screen push the R button to change your vehicle's color.

### ALL TRACKS:

In order to get this to work, you need two controllers plugged in. Turn on the game and press Start on a controller one until you see the screen that says "Push Start". On controller 2, press Up on the D-Pad, C-Down, R, L, and Z all at the same time, then release them. Immediately press Start or the A Button on Controller 1 to enter the Grand Prix mode. All tracks and cars should now be available (in all modes).

## NBA COURTSIDE W/KOBE BRYANT

### BIG HEAD MODE:



Start a game in any mode. Press start to pause the game, then press the following buttons in this order: Right on the Control Pad (not the analog stick), Right on the Control Pad, Left on the Control Pad, R, Z, Start, A, Start, A, Start, Z. Don't worry about what happens as you enter the code, just keep pressing the buttons

until the entire sequence is complete.

### DISCO FLOOR CODE:

Start a game, then press pause (Start) and enter the following button combination:

A, C-Up, Control Pad Down, Control Pad Up, C-Down, R, R, B, C-Right, C-Right, Z

## MLB FEATURING KEN GRIFFEY, JR.

### SEE ENDING (WIN WORLD SERIES):

Go to an Exhibition game and pick your teams. When picking the stadium you want to play in, press all four C-Buttons many times. You will hear a chime if you've done it correctly. Then press the Z-Button to view the stadium. Instead of showing the stadium, you will get to see the ending of the game, just as if you have just won the world series.

### SECRET TEAMS:

Highlight 'Exhibition' on the first baseball (menu) that pops up. Now



## MIKE PIAZZA'S STRIKE ZONE

At the "Today's Game" screen, enter L,R,L,R — then enter any of the following codes:

### ALTERNATE SKIES:

C-Right, A, Z, C-Up, L, R, Z

### ALUMINUM BATS:

R, A, Z, B, A, L, L

### RED BATS:

R, down, B, A

### BLUE BATS:

B, L, B, A, right

### CRAZY BALL:

C-Right, A, Z, B, A, L, L

### CRAZY PITCH:

C-Right, A, Z, C-Up, R, B

### DEVIL'S THUMB STADIUM:

R, A, C-Up, L, A

### FAST GAME SPEED:

L, A, Z, R, B, A, L, L

### SLOW GAME SPEED:

up, L, L, B, A, L, L

### LOW GRAVITY:

up, R, A, L

### HIGH GRAVITY:

up, down, L, up, R

### PSYCHO BATS:

Z, B, R, A



## MISSION IMPOSSIBLE

### KID MODE

At the level select screen input:

C-Down, C-Up, R, L, Z. You will hear Ethan confirm. This code enables "kid" mode -- all players are small and kid-like.

### TURBO MODE:

To get "Turbo Mode", at the level select screen input: C-Up, Z, C-Up, Z, C-Up until you hear a Harman and Ethan saying "Ah, That's better!"



Only evil this dark could bring him back.

Only a game this big

# TURBO SEEDS OF



GAME BOY



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could do him justice.



# OK

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# COVER STORY



Eidos Interactive and their main developer, Core Design Ltd., are largely responsible for the success of Sony's PlayStation console, as their Tomb Raider series of adventure games has sold more than three million copies. Last year, Eidos and Core took a bit of a departure from the 3D adventures of Lara Croft, and brought the PlayStation its first "classic" street brawling fighting game, *Fighting Force*. Reminiscent of old arcade games like *Double Dragon*, *Final Fight*, *Vigilante*, and *Streets of Rage* (Genesis), *Fighting Force* brought back the old-school gameplay from the 16-bit era, and updated it with today's modern graphics, sound, and 3D worlds. In fact, *Fighting Force* started out as the sequel to *Streets of Rage*, and was slated to come out as a Sega Saturn game. Instead, with the retail failure of the Saturn, Eidos switched things around and brought the game out for the PlayStation, instead. Well, to make a really long story somewhat shorter, Eidos has decided to bring out *Fighting Force* as their first Nintendo 64 title. This can be attributed to two reasons, mainly; 1) there's no other game like it available for the system, and 2) Sony & Eidos have an exclusive arrangement stating that the only home console that will have any Tomb Raider game is the PlayStation (although it is available for PC). This being said, let's take a look at the story line of *Fighting Force*. The evil professor, Dr. Zeng, has been reading up on the Coming of the Armageddon, and taking all of the false prophets ("the sky is falling, the sky is falling") too seriously. Dr. Zeng is convinced that the second coming is inevitable. Furthermore, this goofy scientist has been communicating over pirate radio and Internet sites and will talk to anyone that will listen to his ranting and raving. In doing so, he has gathered his own following of cultists and mindless lemmings. Well, the problem is that the Millennium has come and gone and Earth is the same as it ever was — nothing changed. No evil space





aliens taking over the planet, no nuclear devastation — just another day in paradise! Outraged that everything is A—OK, Dr. Zeng decides to start his own Apocalypse and feels it is his job to bring the world to an end. So goes the life of a mad scientist, right? Of course but, luckily, you can take on the role of one of the four good guys that are on hand to try and stop him. The four characters (see bias on the next page) are Mace, Hawk, Smasher, and Alana, each with their own unique style of fighting, and their own



reason for stopping Dr. Zeng. Each of the characters can grab, hold, throw, punch, kick, jump, run, slide, head-butt, and perform combinations of moves. There are also the prerequisite weapons to be picked up and utilized, which are scattered throughout each of the levels. There are knives, guns, tires, and clubs, as well as items that are not so apparent, like the railings on a glass elevator that can be torn off of their hinges, or a soda bottle that is obtained from kicking-in a cola machine. Fighting Force can be played solo or with a buddy in the two player cooperative mode.



# INTERVIEW

We recently had the chance to discuss *Fighting Force* with Ken Lockley of Core. Ken is the producer of the title and the man most intimate with all of the details behind *Fighting Force*.

**Q64:** Give us a brief history of the project — inception through completion?

**Ken Lockley:** We came up with the idea of doing an N64 version of the game as a way of getting into the Nintendo market. The idea was originally conceived for the PlayStation, so we have had a fairly hard time converting it to N64. On the whole, the N64 version is by far and away the better of the two.

**Q64:** What were your goals for *Fighting Force*? Which ones were realized and what had you hoped to bring to the game that you weren't able to?

**KL:** Our goals were quite simple. Firstly, we envisioned a beat-em-up in the style of *Streets Of Rage* and *Double Dragon* and then took it to the next level and paved it all in 3D. Couple that with the effects and performance of the next generation machines, we were quite sure we would have a hit on our hands. We had very high expectations for the game, but came a fair bit short in the end. This is mainly down to the actual performance of the machines at the moment. We are shoving around a heckl of a lot of poly's and have massive texture pages to cope with, but unfortunately, the machine can only handle a half of what we wanted to put in! There was also an arena mode which we would have liked to put in the game, but due to memory and cart space were unable to do so.

**Q64:** Which version of the game (PSX/N64) do you prefer, and why?

**KL:** I think the N64 plays a lot smoother than the PSX, mainly down to the fact of the analog stick and the effects are much sexier. All in all, I think the N64 is a much more rounded game than the PSX and more enjoyable to play, especially in 2 player mode.

**Q64:** Technologically, how do you see the game stocking up against some of the stranger N64 titles? (i.e. *Goldeneye*, *Banjo-Kazooie*, etc.)

**KL:** I think FF64 will hold its ground and is something new in this genre, but by no means are we pushing it to its limits, we will save that for another day!

**Q64:** How long do you think that it will take the average gamer to beat FF?

**KL:** The average gamer will probably be able to finish the game in a couple of hours. That's if they are a seasoned fighting gamer and they can finish it in hard mode for the extra special bonuses!!!

## MACE DANIELS

Age: 21  
Height: 5'7  
Weight: 126 lbs.  
Hair: Blonde  
Eyes: Green  
Vitals: 38-22-38  
IQ: 200



Mace Daniels, a rough and ready Private Investigator who is well known for her dealings with the underbelly. Mace is one hot woman with a taste for blood as well as desire. She's the one who teases and taunts you before she takes you out.

## HAWK MANSON

Age: 26  
Height: 6'2  
Weight: 196 lbs.  
Hair: Blonde  
Eyes: Blue  
Biceps: 36"  
Chest: 48"  
Neck: 20"  
IQ: 187



An aggro vigilante now, Hawk Manson once was a freedom fighter for all the social wrongs in the world. Well, nice guys finish last and Hawk decided to let the weak be weak and the strong be strong.

## ALANA McKENDRICK

Age: 17  
Height: 5'5  
Weight: 108 lbs.  
Hair: Blonde  
Eyes: Blue  
Vitals: 28-20-28  
IQ: 240



Alana is a raver. She spends most her nights dancing away and most of her days with little sleep while she goes to school. The semester is over and Alana is raging at all the cool warehouse parties where she hangs with her friends.

## BEN (SMASHER) JACKSON

Age: 29  
Height: 6'5  
Weight: 180 lbs.  
Hair: Brown  
Eyes: Blue  
Biceps: 48"  
Chest: 60"  
Neck: 26"  
IQ: 106



Ben Jackson has been serving multiple life sentences and the prison is very fond of him. Ben's super strong powers have been probed by the prison doctors and none can figure just HOW they are activated.

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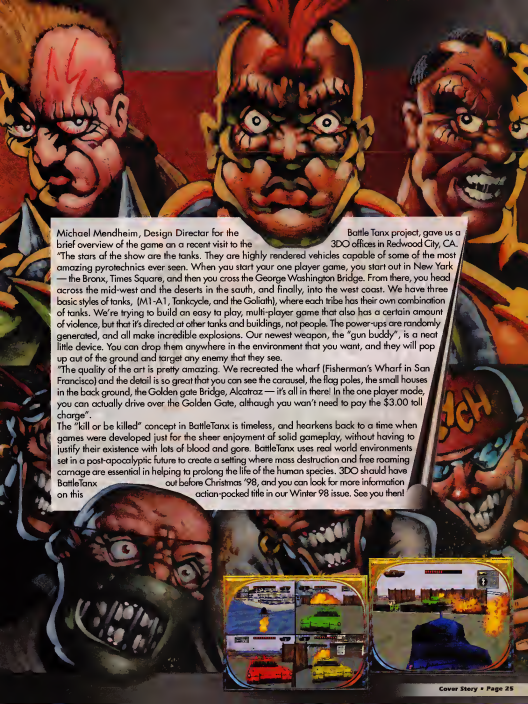




# BATTLE TANK



The 3DO company has been producing games for the PC and PlayStation, and even had their own home console (the 3DO) a few years back. Their first game for the Nintendo 64 is called BattleTank, and it is both a single player action-packed combat game, as well as a four-player "capture the flag" style destruction derby. The basic premise for the story is that the year is 2001, and the world has just been torched by nuclear explosions. Only 1% of the population remain, and very few of that 1% are women. Thus, the ladies have been given the status of QueenLords, because they provide the means for long term survival. You play the role of a BattleLord who must protect his QueenLord from evil Tribesmen. The environments are the remains of real-life cities such as New York, Chicago, Las Vegas, and San Francisco. Each city has representative landmarks, and players can destroy all the buildings, vehicles, street lights, and any other objects that get in the way. There are numerous power ups, including guided missiles, nuclear bombs, flame throwers, and a couple of different play perspectives. For instance, you may be out cruising the streets in your tank, when you get a message that the home base is under attack. You can then switch to the rail gun, the Goliath, which basically, is a large gun that rolls along tracks that surround your home fortress (where the QueenLord lives). You can switch back to the rail gun whenever you need it, and then quickly get back in your tank and continue your progress through the city, in search of other QueenLords so you can expand your tribe to become the biggest and baddest.



Michael Mendheim, Design Director for the brief overview of the game on a recent visit to the

"The stars of the show are the tanks. They are highly rendered vehicles capable of some of the most amazing pyrotechnics ever seen. When you start your one player game, you start out in New York — the Bronx, Times Square, and then you cross the George Washington Bridge. From there, you head across the mid-west and the deserts in the south, and finally, into the west coast. We have three basic styles of tanks, (M1-A1, Tankcycle, and the Goliath), where each tribe has their own combination of tanks. We're trying to build an easy to play, multi-player game that also has a certain amount of violence, but that it's directed at other tanks and buildings, not people. The power-ups are randomly generated, and all make incredible explosions. Our newest weapon, the "gun buddy", is a neat little device. You can drop them anywhere in the environment that you want, and they will pop up out of the ground and target any enemy that they see.

"The quality of the art is pretty amazing. We recreated the wharf (Fisherman's Wharf in San Francisco) and the detail is so great that you can see the carousel, the flag poles, the small houses in the back ground, the Golden gate Bridge, Alcatraz — it's all in there! In the one player mode, you can actually drive over the Golden Gate, although you won't need to pay the \$3.00 toll charge".

The "kill or be killed" concept in BattleTanx is timeless, and harkens back to a time when games were developed just for the sheer enjoyment of solid gameplay, without having to justify their existence with lots of blood and gore. BattleTanx uses real world environments set in a post-apocalyptic future to create a setting where mass destruction and free roaming carnage are essential in helping to prolong the life of the human species. 3DO should have BattleTanx out before Christmas '98, and you can look for more information on this action-packed title in our Winter '98 issue. See you then!

Battle Tanx project, gave us a 3DO offices in Redwood City, CA.



## EPISODE LXIV

"HAS ANYONE SEEN FOX MULDER'S SISTER?"



ALSO ON

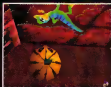


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# JUDGEMENT 64

OCEAN'S

## MISSION IMPOSSIBLE



### ACTION + STRATEGY = SOLID GAMING



**Mission: Impossible**, developed by the French company Infogrames and distributed in the U.S. by Ocean of America (MRC, Wetrix, Fighter's Destiny), is a game that took longer to develop than any other Nintendo 64 game, since it's launch. In fact, the title was one of the first games announced, and was being worked on BEFORE the system was even available to consumers. Fortunately, all of the hard work has paid great dividends for gamers as *Mission: Impossible* combines the elements of action, puzzle solving and shooting to make it one of the better titles for the N64.

#### GAMEPLAY

*Mission: Impossible* takes place over five very different missions: the CIA Headquarters in Virginia, a submarine holding station in Russia, a train station in England, the Russian Embassy, and eventually down a great river. Each of



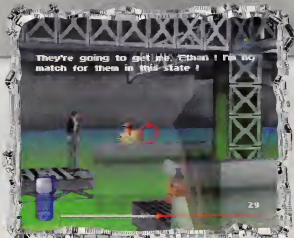
the five missions has a number of different levels to complete — in fact, there are twenty (20) levels in all! And, adding to the list of things to do, is a list of things to do. Huh? It's like this, see — each level contains a number of varying objectives to complete before the level is over. For example, the 5th level requires that eight tasks be accomplished before moving on and, if you should skip any of the tasks, you will have failed that mission and it's "game over". If all of this sounds somewhat familiar to you, then you have (no doubt) probably played NOA/Rare's *Golden Eye*. Okay, you can put your hands down now, we know who you are. Since *Golden Eye* is the most popular of all Nintendo 64 games, it's safe to say that being "similar" to it is a good thing — and it is. But, first keep in mind that *Mission: Impossible* PLAYS a lot differently than 007 does, and this can be seen in a variety of ways. First of all, M:I is NOT a first person







shooter, as is Mr. Bond. Secondly, M.I is not even a "shooter", but more of the aforementioned amalgamation of game playing ideas. In other words, you simply can't shoot everything (and everybody) that you came across. There are many instances where you will need to talk to people in one part of the building, and then coax them to another, more secure, area in which to do them bodily harm. For example, in the third mission, one of the levels requires you to get to the infirmary before you are overcame by the poison the CIA drugged you with. Well, if you shoot the guy that can get you to the hospital, you'll never make it there, because he's the only guy that can get you to the elevator that leads to it. Of course, once he has lead you to the elevator, you will need to shoot him before he runs by and gets into the elevator before you do! Haw's that



for some clever thinking?

Also, the developers have made many of the circumstances revolve around Ethan and his teammates, Candice, Clutter, and Dowey. Most of the levels will find Ethan helping the guys out by finding them mines, wire cutters and other objects. In return, they will blow up one area or another, and then you'll all meet back at a rendezvous point. As for Candice, it's basically your job to get her safely through the entire game. Sometimes you'll have to get her out of a jail cell or meet her on the train for some special weapons,



and other times, you'll have to clear a safe passage for her, in order for her to get a required item.

There are two difficulty settings in Mission: Impossible, and those are the "Possible" and "Impossible" choices. For the "Impossible" setting, Infogrames added a few new objectives to certain levels, and changed the location of some of the items. For our tastes, however, we would have liked more of a difference between the two selections. Once you've played it through an "Possible", there's maybe a 20% difference for



# JUDGEMENT 64



"Impossible", and that's just not enough. Also, we would have liked the game not to be as linear as it is. It's more enjoyable to discover things on your own than to have the computer tell you things like "This would be a good place to put the dynamite" or "Time to go give the AFS & mines to Clutter". Thanks, but, no thanks. This is fine for the easier difficulty level, but not for the "Impossible" mode.

## GRAPHICS

The look of *Mission: Impossible* is a bit more



subdued than the strikingly colorful *Golden Eye*. The colors don't really jump out at you and scream "notice me!", but, on the other hand, you always get the feeling that you're seeing everything you need to. The different locations and the wealth of scenery help to keep *Mission: Impossible* from looking redundant. As you can see from the variety of screen shots, you don't see the same textures over and over again, as each mission and level offers a unique set of surroundings. All in all, the graphics can be summed up best by saying they do nothing to hurt the game, but nothing to help it either. Far a Nintendo game, that's saying something positive!

## SOUND

The *Mission: Impossible* theme music is in there, but unlike *Golden Eye*'s *Bond* theme, it is not constantly in the background. Actually, you'll only hear it at the beginning, and then you'll hear it every time you hit the pause button! And, for those of you that are U2 fans, it's not the version that the boss player and the drummer did for the movie. Nope, instead, it's the traditional theme music, as composed by some guy in the 1960's — a long, long, time ago! Anyway, the music that does play during the levels and missions is quite enjoyable. The true testimony to that statement is the fact that after playing this





game for weeks, we never got irritated or annoyed with it — now that's saying something! As for the sound f/x, we found the explosions a bit on the thin side, and the other sounds (gun fire, alarms ringing, doors opening) all did an ok job.

### CONCEPT

Traditionally, taking a movie license and turning it into a game will not get you any bonus points. However, although the game follows the script of the movie through the first four missions, the way the game is carried out is more conceptually noteworthy than the fact that the game is based on the movie. You will believe that you are accomplishing the tasks at hand, and thus, will be engrossed by the game to a greater degree. And, since this is the first game that we can recall that really puts you in the "role" of the character (in this case, Ethan Hunt), rather than being just a gun at the bottom of the screen, we give big kudos to Infogrames for being able to carry it off with such aplomb.

### SHELF LIFE

As mentioned earlier, there are two skill levels in Mission: Impossible, "Possible" and "Impossible". The additional objectives and switching of required items, as well as the tougher enemies, give M:I extended shelf life. Some of the levels are so much fun, you'll



find yourself going back to them, just for kicks, long after you have beaten that particular level. The game will require most advanced gamers a few weeks of playing time to get through the entire deal, but it is one of the rare titles that you will want to come back to a few months later and play all over again.

### CONCLUSION

We really enjoyed our time with Mission: Impossible and found it to be a great change of pace from the traditional first person shooter. In fact, if the game was tweaked to the harder side of the difficulty knob, we would have rated Mission: Impossible HIGHER (or at least on par) than Golden Eye! But, as it is, it's still a fine challenge for most gamers and will provide many hours of game playing enjoyment.



THE GA SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	8	9	7
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				

# JUDGEMENT 64

ACCLAIM'S

## WWF: WAR ZONE



### RUMBLE IN THE ZONE!

Remember back in the days when the only wrestling game out was Bop 'N' Wrestle for the PC? Well, things have changed my friends. With THQ's exciting WCW vs. NWO title already out for the Nintendo 64, it shouldn't be a surprise that the WWF — grand daddy of all Wrestling Federations — has a game featuring their most infamous wrestlers. With WCW vs. NWO already being an established (and terrific) game, WWF: War Zone is facing some tough competition. However, throughout the history of "professional" wrestling, there have been many a character and many an exciting moment — you will not be disappointed with the characters or the excitement on display in Acclaim's WWF: War Zone.

#### GAMEPLAY

Although, the big name stars like Hollywood Hulk Hogan, Ric Flair, Lex Luger and Sting are all in the WCW (which, by the way, is the biggest show in professional wrestling), the

WWF has got some big names of its own: The Undertaker, Stone Cold Steve Austin, Ahmed Johnson and Shawn Michaels are all part of this clan, and just happen to be included in this masterpiece of a wrestling game. Heck, even the "Hitman" Bret Hart appears in the War Zone. You know Bret, the "best there is, the best there was and the best there ever will be?" Even though Bret recently moved over to the WCW to join the likes of the NWO, he makes his presence known in the WWF.

Anyhow, as far as options are concerned, the play options in War Zone vary depending on how many players are participating in the game. With one player, you have the standard options such as Challenge, Weapons, Tag Team and Royal Rumble. In two player mode, you have Tag Team Cooperative, Tag Team Versus and the Texas Tornado match, which is a four man free-for-all with two teams of two wrestlers apiece. The three and four player options are the same as the two player options. The Challenge option lets you play a career as one





of the great WWF Wrestlers. You start out as the low man on the totem pole and work your way up, one man at a time. Usually, you start out by wrestling one of the Headbangers. After you pulverize your first opponent, you move on to the second piece o' meat. Once you beat him, instead of moving on to the next guy, the man that you beat to a pulp in the first match wants to fight in a rematch — this is where *Wor Zone* gets really good. They call this rematch a Grudge Match, and they put you in the ring with all sorts of objects like chairs, televisions, the ring bell, commentators, etc. There is no "out of the ring count" and you basically get to bash the guy's head in with a chair (or whatever) and then pin him either in the ring or out of the ring — bring on the next sucker! Every once in a while, the match will be for a Belt. Should you win that Belt — you don't actually wear it — shoot, you won't even know which belt it is that you've won! The only Belt that is titled



is the Heavyweight Belt that you can obtain from whuppin' Stone Cold Steve Austin (unless you play as Stone Cold himself, then you win the belt from one of the other wrestlers, like Hunter Hurst Helmsley). Yes, just when you thought things couldn't get any better, they do! Remember that first opponent who you destroyed not once, but twice already? Well, guess what? He wants to get smocked around again. This time he wants to get beat in the Steel Cage — this is just SO much fun. There are many ways to whock your opponent in the cage, things you just can't do anywhere else! You can climb to the top of the cage

and jump down on to your opponent as he lays on the mat — too tired and thrashed to move. Or, you can grab him by the arm and sling his sorry carcass, face first, into the metal bars (always good for a hoat). Once you decide that you are tired of stomping on Headbanger Mosh (or any other "victim"), you can climb out of the cage and onto the arena floor for the victory.

Generally speaking, *WWF: Wor Zone* is not too difficult of a game to play, even the most novice of gamers can handle it. The long list of moves are not hard to master, however, the more punishing moves will take a little practice (o



# JUDGEMENT 64



memorization of the button combos). But, if you want to get a little ring savvy before you actually step into the squared circle, you can go into the Training Mode where you practice your moves. If you don't know any moves, press the start button and choose the "List Moves" option. This takes you through the entire repertoire of moves for the game (except for the hidden special moves that each wrestler has).

There really isn't a whole lot not to like in *Wor Zone*, as far as the gameplay goes, but here are a couple things that we feel should be included in the next effort: when you fight someone in the Grudge Match, they

should be a little harder to defeat — especially when the commentator tells him to go to the gym and train! Another thing is there are never more than four wrestlers in the ring during the Royal Rumble. For those of you who don't know, a Royal Rumble has a new man entering the ring every 60 seconds until they have ALL entered the ring — this would have been nice to see, but all those polygons on the screen at once would probably bring the N64 to its knees! Finally, there are a ton of wrestlers in the real WWF, but only a handful in this game. Like everything else, more is better!

## GRAPHICS

The graphics in *WWF Wor Zone* are superb. From the exactness of the outfits of the wrestlers all the way down to the dark blotches on Ahmed Johnson's chest. The facial features of each wrestler are very real as are many of the moves. The fluidity of Stone Cold putting Gold Dust in the "Torture Rack" is just like watching it on television. The camera pans in and out to insure that you are seeing the most action possible — there's nothing worse than having stuff happen off-screen and not knowing who's going on.

## SOUND

The sound in *WWF Wor Zone* is surprisingly realistic. The slam of a body against the steel cage or the thump of a body pounding a mat sounds fabre perfect. All of the wrestling grunts and groans





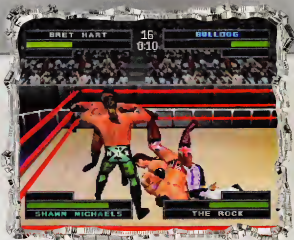
are here, except the sound of the punches landing against fleshy skin. Instead of hearing the stomp of the wrestlers foot to cover the fact that he is not actually hitting the guy, you hear the fake-fight industry version of canned laughter — it's this really loud "smock" sound. The fans even chant their favorite wrestlers' name, "Hitman, Hitman, Hitman." — cool! Shoot, the wrestlers even talk during the match. Mankind lets out this screeching baby-like noise every time he gets hit. This is pretty funny, but, a little annoying after a few minutes of plastering his face. We think Stone Cold says something to the effect of "I'm gonno open up a can of whoop-ass." Fortunately, he doesn't say this too often.

#### CONCEPT

The concept of wrestling titles is not new, however, a good wrestling title is. There are a couple of decent titles on that "other" system, but now the Nintendo 64 has two quality wrestling titles — THQ's aforementioned WCW vs. NWO and now Acclaim's WWF: War Zone. The Challenge Mode in War Zone is a little different than in past wrestling titles, and the create-a-player choices are incredible (millions of 'em). Thus, a couple of bonus points shall be awarded to the "Concept" score.

#### SHELF LIFE

This one is right up there with "Homerun" pies and canned peas — WWF: War Zone should last a long time. If you ever have a bad day at school or



o bad day at work, just pop in WWF: War Zone and pummel someone — it will make you feel much, much, better. The only thing that would make the shelf life of this game short, is if it's sold out, and that's the retail shelf, not yours. In any event, you'll be playing this one for some time.

#### CONCLUSION

WWF: War Zone is the new King of Wrestling Games, and simply one of the best gaming experiences to be had on the Nintendo 64. Other than the limited number of characters, this game is just as good as it gets. If you're a wrestling fan, you've got to have it, and if you're a fighting game type, you'll also want to check it out — the moves have more personality than regular fighting games, and your button mashing skills will be rewarded! Shoot, now if only the N64 had two basketball titles that were this good, it'd be just like heaven!



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	9	8	8	8
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



# JUDGEMENT 64

MIDWAY'S

## NFL BLITZ



### "ARCADE SMASHIN' ACTION AT ITS BEST"



If you were checking out the arcades last summer, then you probably saw a bunch of gamers hovering over the machine, "NFL Blitz" from Midway. For the better part of six months, NFL Blitz was the number one arcade game in America, and had sports fans and those who don't usually play sports games pairing up to play. Midway has had a mixed bag of success when it comes to bringing home their arcade games, but NFL Blitz will join their earlier released SF Rush as one of the best gaming experiences to be found on the Nintendo 64.

#### GAMEPLAY

If you are at all familiar with the arcade version, then consider yourself versed in the gameplay mechanics of the home format. Yup, it's pretty much identical, you'll just need to get used to the button configurations of the



Nintendo controller. For those of you that are newbies, and for some reason never put your quarters into the arcade machine, let us tell you how it all works. First of all, there's only seven players on offense and defense, so there's more room to move around. There are three eligible receivers for any of the 18 plays that you can choose from, and getting the ball to the open man is as simple as pushing the analog stick in the direction of that player and pressing the 'A' button. Once your guy has caught the pass (or pitch), then the fun really begins. Hitting the 'Z' button is your 'turbo', causing the player to giddy up a bit quicker. As you hold down the turbo button, there are many things you can do to avoid tacklers, such as spin moves, stiff arms, hurdles and you can even pitch the ball back to one of your teammates. Of course, the defense will have a better chance of







taking the ball away from you if you're in the middle of a special move, so you've got to be careful with your jukes and spins. NFL Blitz can be played via one or two players and Midway added a couple of cool features just for the home version. The first new feature is the ability to play through a season. You can still play through 'Arcade' mode, and try and beat all thirty teams, but now you also have the chance to play through the NFL schedule and try to get to the playoffs (and maybe make it to Super Sunday). You'll get a limited number of slots that are kept along the season, but they are all of the "team" variety, no individual leaders. Hopefully, this is something that will be put into the next version of Blitz. Anyway, remember how we said there were only 18 plays to choose from



(they can be 'flipped', though)? Well, in the home version of NFL Blitz (Nintendo 64 only), there is a Play Editor, allowing you to custom design your own plays! A total of nine plays can be added to your list, giving you a total of 27 plays to choose from. Now how's that for a great addition? Yeah, that's what we think, too. As for as pregame options are concerned, there are very few, which is to be expected of an arcade translation. You can select the quarter length (1, 2, 4, or 6 minutes), the difficulty setting (easy,

medium, hard), and you can turn off the play clock and help boxes if you want. If you start off playing Arcade mode, you'll find that the first few teams are pretty easy to get past, but that the AI gets smarter as you progress. Of course, keep in mind that this is an arcade game and not a simulation, so the computer will make last second "miracle" interceptions and grab "holy roller" fumbles in order to catch up with you (if you're leading). A little practice and some fine tuning of your plays and you'll be able



## JUDGEMENT 64



to get past even the "dirtiest" computer teams!

## GRAPHICS

The first thing you'll notice in NFL Blitz is the size of the players — they're HUGE. And, they're also highly detailed. There are numbers on the jerseys and team logos on the helmets. The only thing missing is names on the back but, with only three guys to throw to, you'll have an easy enough time knowing which player is which. One thing you won't see in Blitz is any of the fuzziness or "haze"



RUSHING YARDS			
(AVERAGE PER GAME)			
MIAMI	200	DENVER	180
PHILADELPHIA	202	WASH.	183
CHICAGO	217	PITTSBURGH	183
SEA. SEAH.	218	SAN DIEGO	185
ATLANTA	221	SEATTLE SEA.	185
DETROIT	222	NY GIANTS	186
KANSAS CITY	227	INDIANAPOLIS	186
MINNEAPOLIS	230	WASH. REDS	186
WASHINGTON	237	THE BROWNS	188
CAROLINA	242	WEEKLY	189
BALTIMORE	243	ATLANTIC	190
MINNESOTA	246	GREEN BAY	190
DALLAS	251	CINCINNATI	197
JACKSONVILLE	255	NEW ENGLAND	191
ARIZONA	256	NEW ORLEANS	191

**BACK**

that sometimes appear in N64 games. Nope, everything is crystal clear in Blitz, unless of course, you're playing in the snow or rain, then you'll be treated to the appropriate visuals. There is a bit of "slow down" when you get a bunch of players together, and they're all diving, jumping and spinning at the same time. It's not a big deal and more importantly, it doesn't affect game play.

## SOUND

The gameplay and stunning graphics in NFL Blitz is what captures the attention of most gamers — especially when they experience the game for the first time. However, it is the sound f/x and voice-overs that really create the intense atmosphere. The announcer has a couple of dozen different phrases, and they are all used to intensify the gameplay. Phrases like “OH MY, that’s GOTTA hurt”, and “He’s foaming at the mouth!”, all bring extra life to the mix. Then, there’s the trash-talking of the players. There’s nothing like socking the quarterback two or three times in a row, and then listen as he screams to his teammates “A little protection would be nice!” And, you can’t forget to mention the TD celebrations, “I’m good. I’m Good”. Besides the play-by-play, you’ll also





appreciate all of the sound f/x, from the crushing tackles and sacks, to the sound of prancing horses, every sound that is in the arcade game is in the home version — and that's saying a lot! Easily the best sound f/x of any home sports game.

### CONCEPT

Bringing home arcade games is what Midway does best, and NFL Blitz ranks right up there with the terrific job they did with SF Rush. Obviously, the concept was born in the arcades and probably hearkens back to the NBA Jam theory of game development — licensed teams and players, a limited number of on screen players, and over-the-top gameplay. NFL Blitz delivers on all fronts, and adds to the experience with the aforementioned sound quality.

### SHELF LIFE

Besides the fact that NFL Blitz is an arcade experience that will keep you coming back for many, many months, the addition of the Season Play mode just heightens the replay value. As a one player game, you can just keep playing season after season, trying it to make it through the playoffs and into the Super Bowl, or you can try to beat all thirty teams and become one

of the Grand Champions. Either way, you'll be playing this game for a long time. On the two player front, NFL Blitz is the kind of game that you and your buddies will always want to play, so don't expect it to collect any dust.

### CONCLUSION

Midway has done a fantastic job of bringing all of the wonderful gameplay elements of the arcade version home to the Nintendo 64. From the pixel-perfect graphic splendor, to the bone-jarring sound, everything in the arcade game can now be found in pocket sized cartridge form. And, if that were not enough, the additional features of season play and the play editor bring a whole new depth to the experience. This is certainly the way to translate an arcade hit into a home hit — way to go Midway — NFL Blitz for the Nintendo 64 is a smosh!



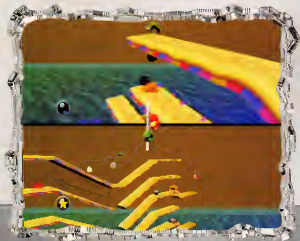
THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	9	8	8	9
OVERALL SCORE	6 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

ACCLAIM'S

## IGGY'S RECKIN' BALLS

### "MOVIN' ON UP"

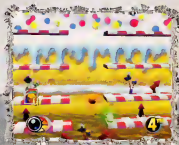


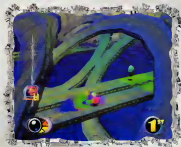
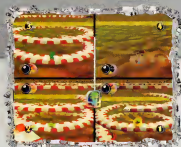
If you've seen the advertising for this game, you might assume that Iggy's Reckin' Balls (or IRB for short) is a racing game along the lines of *Maria Kart 64* and *Diddy Kong Racing*. That is, even though adults might enjoy it, it is primarily targeted at younger children. While IRB does have features which are similar — A battle mode, time trials, power-up weapons and locked tracks — it also has elements of a platform game and is much more demanding in the coordination department. In fact, I'm not entirely certain that Acclaim targeted the correct audience for this one. The younger players to whom the game is being marketed will probably find it too difficult to play and the older players who would otherwise enjoy it will probably be turned off by the "cutesy" graphics. It would be too bad if the game fails to find its niche, since it is quite enjoyable.



#### GAMEPLAY

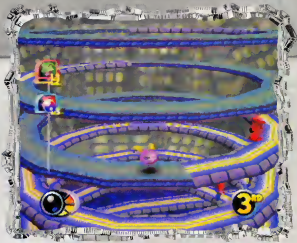
According to the story, you live in a kingdom full of giant structures known as Sacred Towers. Their purpose and origin are unknown, so you and a group of your reckin' ball friends decide to... what else?... wreck them. If that isn't a fitting Gen X scenario, we don't know what is. The towers are not structures per se, but levels of tracks which are stacked vertically. The tracks may be stationary or they may spin or move up and down. Most have gaps which must be jumped or grappled across, and some feature patches of ice or goo which affect your speed. There are also loop-de-loops thrown in for good measure, although you have no control of your ball in these sections. In fact, the game moves so fast that much of the time you won't be able to stop and think about where you are going. Like the Jeffersons, you've just got to keep "mavin' an' up." Objects such as bubble





dispensers, fan blowers, elevators, warps, and upward jumpers will help speed you to the top. Spikes, bashers and swinging objects will impede your progress. You can choose to play as one of eight reckin' balls, each with slightly different attributes such as speed, acceleration, and grapple-up speed. Up to three other reckin' balls can compete with you, controlled by the CPU or human players. If you are the first to the top after a specified number of "laps," your reckin' ball demolishes the tower in a move specially designed to drain the batteries of your rumble pack. The top three finishers are awarded medals and point values for each.

If you fail to reach the top within the time allotted, you will lose that race but will be allowed to continue on from the next race. You can continue three times before the game ends. However, there

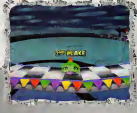
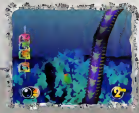


is a restart option from the pause menu which can be used indefinitely, making the continue limit irrelevant. If you find yourself running out of time, or about to finish lower than expected, just restart the race. This makes it easier to achieve a gold medal in every race, unlocking extra tracks and secret characters.

The key to victory is, of course, your ability to grapple. Reckin' balls will have to use the grapple to swing up to pieces of track or to move between sections of track which are not connected. In addition, you can use your grapple against some enemies

and the other balls. You can either slam a hapless opponent to the ground, stunning them, or you can do a 360 degree spin which throws them off the track completely.

You start the game with four turbo rolls. Additional power-up weapons are acquired by running over stars and include projectiles, seeking projectiles, bombs, invincibility, reverse controls and freeze bombs. Unfortunately, the same button is used for both turbos and weapons, which means that if you came to a nice straightaway and want to speed through it, you'll have to discharge



# JUDGEMENT 64



## GRAPHICS

The balls and obstacles are nicely animated, with changing expressions. Not only do tracks vary in length and difficulty, but their appearance changes only slightly from world to world — matching each world's theme. The background "wallpaper" also reflects the theme of each world, as do small graphic embellishments such as fire hydrants for the downtown world, seaweed for the underwater world, etc. The graphics are quite colorful, perfectly capturing the game's cartoon feel. There is fog present which is most noticeable in multi-player mode and whenever the camera pulls away from a loop-de-loop. At such times, the beginning and the end of the track disappear into the haze. Fortunately, the fog doesn't affect the gameplay too much because you can see the obstacles which present an immediate danger. Still, the fog completely eliminates the background wallpaper in four player mode and makes it harder to anticipate the tracks ahead.

## SOUND

IRB has lots of comical sound effects to accompany the various warps, springs, bombs, turbo boosts and weapons. The balls themselves each have two or three phrases which they spout when under attack or when



your weapon(s) first.

Most tracks require players to jump and then grapple a higher platform in mid-air. The programmers have thankfully included the R button, which causes your character to jump and grapple at the same time. This is referred to as the "kiddie control" to keep veteran players from using it I suppose. After falling behind, we learned to swallow our pride and resort to the R button almost exclusively. Hey, we'll take whatever help we can get!







victorious. Music has never been the N64's strong suit, and IRB is no exception. The game features a techno soundtrack which varies only slightly from course to course. While it is not overbearing, it does become repetitive and doesn't seem to fit the overall look and feel of the game. Caliope or ragtime piano music from a Looney Tunes cartoon would have been more appropriate.

#### CONCEPT

While the underlying racing concept is nothing new, the execution is quite unique. The use of a grappling hook to pull yourself up and to throw enemies adds a twist to the normal gameplay and gives Iggy's Reckin' Balls the feel of a platform game. In fact, IRB plays and feels much like an amalgamation of classic video games such as Donkey Kong, Tower Toppler, and Marble Madness.

#### SHELF LIFE

In what seems to be a standard practice in video games today, IRB contains lacked worlds to open and secret characters to obtain. As if this is not enough to keep you busy, the game also features a Time Trial mode, a 2-player Versus mode, and a Mix-Up Tournament which allows you to select the towers you wish to race upon. Sadly, the Battle mode won't be a candidate to wear my relatives off Mario Kart 64. Because of



the small size of the split screens, it is hard to see exactly what is going on. Still, the Battle mode adds depth to the game and there are enough racing options to keep everyone happy.

#### CONCLUSION

The cartoonish graphics belie the nature of this game. Young players might not be able to master the mechanics of jumping and aiming the grapple, even with the "kiddie" button. At the same time, older players might not appreciate the look of the game or the fact that not much strategy is involved. If you can get past the "cutesy" graphics, though, you'll find the game to be a fast-moving and fun experience despite one prominent glitch. There aren't a lot of arcade-style games available for the N64, which makes Iggy's Reckin' Balls a refreshing change of pace.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	6	8	7
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				



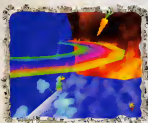
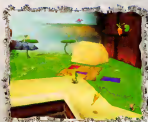
# JUDGEMENT 64

MIDWAY/CRYSTAL'S

## GEX: ENTER THE GECKO



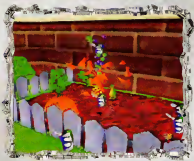
### SOLID, BUT NOT UP TO IT'S HERITAGE



GEX: Enter the Gecko is, arguably, one of the PlayStation's five best games. The guys at PSExtreme were so impressed with the title, when it released earlier this year on the PlayStation, that they gave it their highest recommendation and GEX's image graced their January, 1998 cover. Well, a funny thing happened on the way to Nintendo-land... many of the strengths of the PlayStation game have been lost, without any noticeable benefit to the N64 version — save one level. We're afraid that GEX has been victimized by something altogether different (and even nastier) than his arch-nemesis, Rez... Yes, dear readers, GEX: ETG on N64 has become the victim of memory cutback. Come along with us as we take a journey into action/platform land.

#### GAMEPLAY

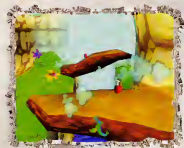
The biggest strength of PSX GEX: ETG



was its variety of action. The game featured 30 different regular, boss and bonus levels (as well as the humor of Dono Gauld and great music, but more on that later) — offering a number of different play environments and graphic looks. Unfortunately, because of the limited amount of RAM present in this cartridge, many of the things that made GEX: ETG great on CD-ROM have been severely cut, or eliminated altogether.

The first thing we noticed, particularly after having played Banjo-Kazooie, was that there was no introduction to the game, or the character. The entire start-up process lasted less than 10 seconds and the hilarious CG intro, that was one of the highlights in the PSX version was gone. While we can understand its exclusion, for memory reasons, we can't understand why something as easy as taking a series of real-time scenes cut





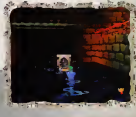
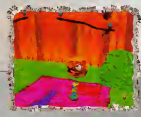
of the game and scrolling text over it, to explain the story, was not attempted. So, you are thrown into the game without ever finding out who GEX is or why he is doing what he does.

Then, the game starts and while the gameplay is still fun, it is, for some inexplicable reason, slower than the PSX version, which results in longer, gravity-defying jumps for GEX — making many of the tougher areas of the PSX game much easier in this version. But, enough of the comparisons to another platform. We are here to focus on this version of the game and how it compares to other N64 /AP titles. If GEX: ETG had come across its translation process in tact, it would have provided great competition for B-K and Mario 64 but, because of the omissions, you get the feeling that you are playing a stripped-down game, vs. the

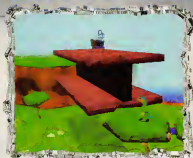


polish of the previously mentioned Nintendo titles. As many of you know, Nintendo requires that its licensees, when bringing a game to N64 that has already been released for another platform, to update and add to the game — making it different and, theoretically, more appealing to the N64 player. Well, Nintendo has definitely eased-up on their requirements — the only feature that has been added to GEX: ETG is an underwater, swimming level. On the positive side, the memory limitations could not squish the

basic jumping and tail-whipping action that the GEX series has built its reputation upon and, while it may lack the depth and visual punch of B-K, the environments are different and compelling — not your usual Nintendo fare. While controlling the camera is more difficult in this version, the task is not insurmountable and you will have fun, albeit for a shorter period of time, playing this game. Like Mario, there is no perfect camera. For the most part, although it makes jumping a tad trickier, the Manual camera is the best way to go — as



# JUDGEMENT 64



the Automatic camera has a tough time keeping up with the action. In practice, you will find, again like *Maria*, that you have to stop and wait to turn the camera before running ahead and making that next jump. If you are just running around and tail-whipping, you will be fine — but you need to line up the camera when an narrow ledges and when jumping.

## GRAPHICS

GEX: ETG gets dinged in this category because of its low-resolution presentation. As with other

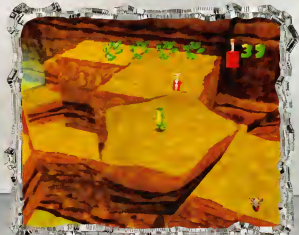
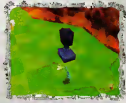
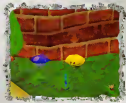
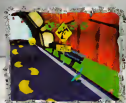


N64 products that use this graphic mode, the graphics are blurry and, while texture-smoothing has been implemented, the fuzzy graphics keep the game from looking as good as its PlayStation cousin. There are also a number of effects and textures that are missing (no lightning strikes in the horror levels, editing out of some of the more gruesome pictures, etc.). In addition, while some of the graphic variety that made the PSX version so spectacular can still be found, the colors are flat and lifeless, especially when compared to *Banjo-Kazooie*.

However, the 26 levels that are in this N64 game offer some of the best variety to be found. Level themes include send-ups of NYPD Blue and Cops, '70's Kung Fu movies, 'B' horror films, Star Wars, Bugs and the WB's, *Indy* and other pop culture luminaries. The variety in design, color and texture in these themed levels is really GEX: ETG's major strength, and the one that makes it worth looking at for purchase. Graphically, it does fall short of the high-res excellence of *Banjo-Kazooie*, but you can't beat how the look of the game changes as you move through it.

## SOUND

GEX: ETG whips tail in this category. While the voice samples are limited (the PSX version





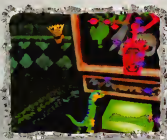
featured about 500, the N64 game has around 100), and become very repetitive at times, they are still head-and-shoulders above the obnoxious sound in B-K. Dano Gould (The guy with the goofy face that sticks his head in the copying machine in NBC's "Working") has some funny stuff, that is, for the most part, level specific and the sound effects and soundtrack are a lot quieter and less intrusive than their B-K counterparts.

#### CONCEPT

GEX: ETG's concept is fantastic. Unfortunately, it's also very watered-down on the N64. Without the story being told, we're afraid that most players will miss a large part of the concept and, therefore, not get the entire picture on just how unique GEX: ETG is. But, from a standpoint of the basics of GEX being sucked into the Media Dimension and dealing with all of these TV and film-based situations, it is unique among action/platform games.

#### SHELF LIFE

Not as long as the PSX game (read: 26 vs. 30 levels). Most players should be able to whip through the game in a couple of days — assuming you read the manual and find out the story behind Gald, red and silver remotes and why you should care about



them. Once you've beaten it, though, you probably stand a better than average chance of coming back to it — mostly because of the quality level design.

#### CONCLUSION

Oh, what has, and could have, been! The cursed RAM limitations to be found between the covers of GEX: Enter the Gecko have brought the little lizard back to the pack — when he could have been more than a contender. What was once great is now merely above average. On the N64, GEX: ETG has the ability to take your attention away from *Bonjo-Kazooie* for a little while, but won't hold it. A lack of polish, lockstep graphics and comparatively less depth make GEX: Enter the Gecko a second choice in the growing action/platform category.

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	7	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

EA SPORTS'

## MADDEN '99

### IT'S "OFFICIAL" — MADDEN'S GOT LOGOS!

Last year, Madden 64 was an unscheduled release which sought to steal some of the thunder from N64's only other football game — Acclaim's NFL Quarterback Club 98. Both games had some imperfections, but after a close review, we gave the nod to Quarterback Club due to its impressive high-resolution graphics. Although Madden's presentation was excellent, and its playbook more extensive, the game was hurt by the lack of an NFL license and blurry-looking graphics. At the time, we noted that the next year's Madden could be a force to be reckoned with but that the gameplay would have to be tighter to earn our Editor's Seal of Approval. As expected, the NFL license has made a welcome return to Madden 99 and the graphics are much improved. But are these changes merely cosmetic, or do they affect gameplay enough to warrant a purchase? Let's take a look and see.

#### GAMEPLAY

If you've played a football game on any system in the 1990's, except maybe Brutal Sports Football for the Jaguar, you'll know what to expect from

Madden 99 — Real teams. Playbooks tailored to each franchise. Options for changing the length of games, the time of day, and weather conditions. Statistical databases for tracking players and teams. The ability to trade and draft. Play-by-play and color commentary. If it is integral to the game of football, it is in here. The only thing missing is the halftime show (and those cool commercials where the girl in the laundromat catches Doritos in her mouth). The most obvious change from last year's game is the return of the NFL license. No more generic uniforms or trying to figure out which team is from Foxboro. All current teams are represented, as well as historical powerhouses dating back to the 1960's — complete with their original helmets and uniforms. Yes, uniforms and logos aren't truly part of the gameplay, but they make a big difference. Let's face it — no one buys a football game expecting to play as the "San Francisco Quakes" and their quarterback, "Stephen Old". You want to take control of your team, and Madden 99 lets you do just that.

The playbook in Madden 99 is as extensive as ever — so much so that you might run out of time looking for





that perfect play! There are numerous other options including exhibition games, seasons, customizable seasons, tournaments, and a fantasy draft. This last option involves drafting real NFL players to fantasy teams in 4, 8 or 16 team leagues. While not for everyone, this appeals to the fantasy league gamers out there and adds to Madden 99's shelf life.

The computer AI is reasonably challenging and can be set on the Pro, All-Pro, or Madden difficulty level. By adjusting the setting, you can play a decent game no matter whether you are a serious Maddenophile or a newbie. If there is any shortcoming in the AI area, it is the fact that the computer never tries anything unusual, which is true with all football video games. You might decide to go for it on 4th and 15 on your own 10 yard line, for example, but the computer never will. That's the beauty of playing against an unpredictable human opponent rather than the CPU, and in Madden 99 up to 4 players can join in. The controls



are adequate, although a tad too reliant upon the yellow "C" buttons, which are too imprecise for our tastes. The analog joystick controls player movement and the "A" and "B" buttons allow you to hike the ball, throw, jump, dive, and change control to the player nearest the ball. Those pesky "C" buttons allow for swim moves, hurdles, spin moves and laterals. While awaiting the snap, you can also use the "Z" or "R" buttons to take a quick look at your assigned receivers who are otherwise off the screen. One new option is the inclusion of a practice mode. In this mode, you can take control of either the defense or the offense of your team, or both. As you run the plays, lines appear on the

field to show you the patterns your receivers will be running. This is an excellent means of getting used to passing and running or defending against the various plays. True, you can always practice against another player or the CPU as part of a real game, but you have to contend with the first downs, the clocks, and the humiliation of getting beat if you try something unusual and fail. The practice mode lets you perfect your game before taking on opponents.

One of the criticisms with the Madden franchise, in general, has been the overall "feeling" of the game. It sometimes feels as if players are running on Teflon — there just does not seem to be enough traction.





# JUDGEMENT 64



The N64 analog stick only adds to this problem, resulting in movement that is not as tight as desired. The frictionless feeling is also the same no matter what playing surface is used, or what the weather conditions are. You might expect slips on snow or slower running in the rain, but you would be wrong to have such thoughts. The collision detection still needs some work—you'll find that the CPU will often be able to run through a wall of your players! When diving to make a tackle, even though it looks as if you hit the opponent dead on, he will sometimes continue right on through you. The referees are perfect examples of this problem, as you'll see them walk through goal posts



and even the players to retrieve the ball. The polygon players just don't feel all that solid. Nevertheless, Madden 99 is a very engaging contest.

## GRAPHICS

Thanks to Madden 99's high-resolution graphics, the fuzzy look is nowhere to be found. The trade-off is the slower speed which makes the animation appear somewhat choppy. This is a shame, as the game otherwise features some realistic-looking tackle and touchdown animations. The stadiums are nicely rendered, however, and the variety of weather patterns change the look (but not the feel) of the field. Still, with brighter colors, Madden 99 lacks the more realistic look of QB Club. Once again there are several camera angles to choose from. Play selection screens are easy to navigate, although they have been redesigned so that the docks are much smaller and harder to locate. In addition, the color-coded guides have been removed. Small gripes, but why mess with a good thing? And what's with the 2D "chain going" anyway? Next to the polygonal players, these guys stick out like piliated "Doom" refugees.

## SOUND

The highlight of the Madden series has always been the play-by-play offered by Pat Summerall and the color commentary from the "big man" himself. Although you might expect less exposition due to the cartridge format of the game, you will be pleased with the quantity of the commentary. Player names are never called out,







but this is actually preferable to the "Number 8 goes back to pass. Number 80 makes the catch..." commentary of QB Club. True to form, the game also features the overblown sounds of tackles and the roar of an overexcited crowd, but this makes the game more exciting.

### CONCEPT

You've got to take a pigskin and throw or carry it down a field and try to make it to those yellow post things. Oh, you already know what football is? Then what can we say? If you are expecting the game to play just like football, that is what you are going to get. Today's technology is such that programmers can include all the players, teams, and plays from the real world (no, not the MTV show) as well as the ability to change the weather, the probability of injuries, and so on. This isn't an arcade-style contest, as with NFL Blitz, but a true football experience.

### SHelf LIFE

Once again, Madden 99 has a detailed database and options to allow you to manage a team and draft players. If you want a "quickie" you can play an exhibition game, and if you want a lengthy experience you can play an entire season through to the Super Bowl. There is literally an option for every skill level of player, so you don't have to be a football or a video game fanatic to enjoy the game (although it sure helps). As always, the multi-player option adds a lot since it is much more fun talking trash with, and humiliating, human opponents.



### CONCLUSION

If Madden 99 had been released last year, it would have received an Editor's Seal of Approval without question. It is currently the best football game available for the Nintendo 64, with graphics on a par with last year's QB Club but a more extensive playbook and better commentary (of course, we'll have the complete QB Club 99 review in the next Q64, so we'll compare both '99 editions at that time). However, there is still room for improvement in the areas of speed, animation, and collision detection.

If you are a Madden fanatic, you'll probably buy this game whether we recommend it or not, but at least you won't be disappointed this year. If you don't already own a football game for the N64, Madden 99 is your best bet. On the other hand, if you own QB Club 98, the additions here are probably not enough to push you over the edge, and you'll want to wait and see what QB Club 99 has to offer.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	8	7	7	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

NINTENDO'S

## BANJO-KAZOOIE



### COME ONE, COME ALL



Rare has game from "Donkey Kong Country" and the SNES to The Nintendo 64 and "Banjo-Kazooie". The folks that brought Nintendo's 64-bit system its best game (Goldeneye) take a stab at classic action/platform going through the eyes of a bear and a bird. Rather than bore you with the story (the game will force you to sit through it anyway), we'll get right to the meat and potatoes. But, for those of you that must know: Wicked witch (Gruntilda) is ugly, thinks she's a babe, finds out that Banjo's sister (Tooty) is cute, kidnaps the Tootster, bird and bear set out after her over a number of wacky worlds.

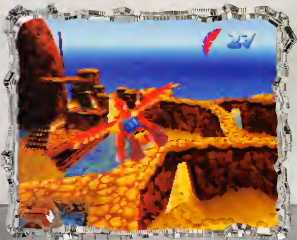
#### GAMEPLAY

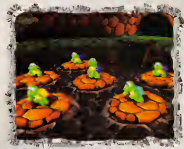
If you've played Maria 64 or any of the DKC games, then you have the skills and resume to deal with BK. The pair can do everything from running and jumping to flying, beak-pecking and climbing steep hills (they have 24 moves in all of their



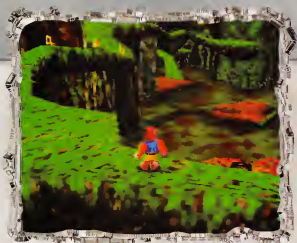
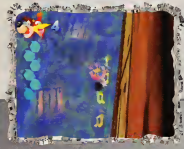
disposal). As the master of their fate, you are in search of 100 puzzle pieces that will complete pictures that are present in different parts of the BK world. When a picture has its missing pieces, the two heroes can enter that particular world — via a passage that is revealed in a cut scene. In addition, BK must collect 900 musical notes to be able to meet Gruntilda in the final showdown. These notes allow access to different doors in each of the game's 10 worlds. In addition, there are many bosses and sub-bosses, puzzles that must be solved to gain puzzle pieces and magic spells that change BK into different creatures.

The game plays like a hybrid between any of the Donkey Kong Country(s) and Maria 64. There are water levels, snow levels, a haunted mansion level and the like. The emphasis is not on combat, but on discovery — wrapped-up in a package that sports a sense of humor that only an 8-14 year old boy could love. You

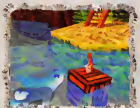




must "learn" special moves by making contact with Bottles, the Nintendo equivalent of Mr. Magoo. At the appropriate time, the male with the Cake battle lenses will share his insight and give you a new tool for your battle against her evilness. The moves typically allow BK to get to previously unreachable areas in a level — giving the pair access to more puzzle pieces, notes, Jinjas, Mumbo tokens, feathers (flying juice), etcetera, etcetera, etcetera... what is dis etcetera? (For those of you too young to remember or care, the previous "joke" was, in fact, a veiled reference to the Rogers and Hammerstein musical "The King and I", and a famous line by the late Yul Brenner... we all laughed — well, except for the Gen-X'ers in the office — they were all out for a day of body piercing.) ANYWAY... there are goodies hiding everywhere and a bad guy around every corner.



Yes, it does play like *Maria 64*, but it is actually BETTER than the game that most magazine folks think is the best game ever made. Of course, the problem is that, for many of you, you will get a "been there, done that" feeling after about 20 minutes with the game. But, the quality and variety of the gameplay make it a good value, even if it is not a particularly original execution of a tried-and-true concept. And, while most of the game mechanics and gameplay will be familiar to seasoned gamers, there is so much variety in play mechanics that you'll



barely notice the lack of originality. Around every turn is some little timed game or boss-based puzzle. It is almost like you've been let loose at the local carnival with a bag full of quarters — a new game of skill everywhere you look... come one come all!

On the negative side, we did find the overall play system somewhat confusing. For example: If you die in a level, the game kicks you out and you must re-collect all of those notes that you nabbed in your previous attempt. Ah, but this is not the end of the story — the game will



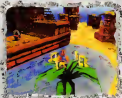
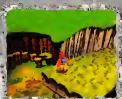
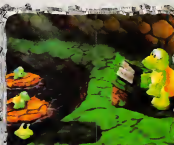
# JUDGEMENT 64

## GRAPHICS

The technology in Banjo-Kazooie is bleeding-edge. The folks at Rare that were responsible for the game engine and art have done a top-notch job. Remember how Mario 64 had kind of a sparse feel to it — like there just wasn't a whole lot going on in the environments? Not in BK — worlds/levels are large, lush and well-detailed — with great special effects and animation. The movement of the camera is left to the player (there are some exceptions to this — mostly in tight areas where the machine will take over) and is VERY Mario-like. The problem with the camera system, however, is that you are CONSTANTLY working it. There is the option (via the right shoulder pad button) of keeping the camera behind our heroes, but it is really cumbersome, especially for small hands. What will happen, as you play the game, is you will find your "flow" interrupted quite a bit. By that, we mean that you will stop playing so that you can look around or adjust the camera, to make sure certain death is not around the corner. Most 3D games have this problem... but it is (usually) only an occasional one. This is not an insurmountable problem — you get used to it, but it is something to take note of — particularly if you are buying this game for a younger player.



save your best performance on that level and add it to your overall note total — same drill with puzzle pieces. However, if you save your game and come back to it a couple of days later, chances are you will forget what you have and haven't collected. It doesn't matter with the notes — if you come under 100, you're going to have to re-collect them anyway. But, with regard to the puzzle pieces, you will, more than likely, try to collect the some pieces as before — only to find out that you already have them.





## SOUND

O.K. — the good stuff has officially ended. There is no way of conveying to you how sad and ridiculous the “voices” and sound effects are in BK. To even call them voices is a stretch. The way that Banjo, Kazooie and their various and sundry friends, enemies and acquaintances communicate is through different versions/pitches of “bloh, bloh, bloh” — as the text rolls on screen — effectively translating the Charlie Brown-esque sound effects into English. After but a few minutes of gameplay, this becomes very annoying. On the positive side, however, the music is much more acceptable and not anything that will have your family screaming at you to turn it down.

## CONCEPT

As stated before, there is not a whole lot in Banjo-Kazooie that could be considered original or an innovative to take on an established theme. What there IS, is a wide variety of gameplay concepts and mechanics. So, although there is nothing here that will have you re-evaluating video games as a form of art, it will keep you completely entertained.

## SHelf LIFE

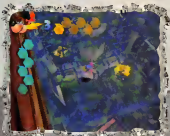
Banjo-Kazooie scores big points in this category. With so many items to collect,



different worlds to explore and sub-games to complete, BK will keep the overage gamer entertained for a number of hours, days and weeks — then will have he/she coming back for more, once the memory has faded and the game becomes new again.

## CONCLUSION

Banjo-Kazooie is definitely top shelf entertainment. You will want to purchase it for the variety and long-term value. Technically, it is one of the most advanced pieces of software available on the N64 and, while it can be a little confusing to the younger player, and a little goofy for the older player, it somehow manages to reach both audiences — to different levels of success. Like Rore's lost gem, Goldeneye, it offers more to the player than he has the right to expect... on excellent value.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHelf LIFE
8	9	5	8	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

KONAMI'S

## INTERNATIONAL SUPERSTAR SOCCER '98



### HE SHOOTS, HE SCORES... AGAIN!

With the most recent World Cup coming to an end last July (viva France!), what better time to release a brand new soccer game — or in this case, a sequel? International Superstar Soccer '98 is the second title in the series for the Nintendo 64 from Konami. However, with several soccer titles already on the market, such as World Cup '98 and FIFA '98, the soccer category is more competitive than when the original ISS came out last year. Looking on the bright side, Konami has a long history of producing fantastic video games with great graphics and gameplay, so don't expect the sequel to be a great soccer title to be a disappointment (although there was ITZ '98).

#### GAMEPLAY

Let's get down to business. If you were to compare the gameplay of

International Superstar Soccer '98 to last year's title, International Superstar Soccer 64, you shouldn't notice that many differences. The game uses the same controls (which is a good thing). You get to use every single button on the controller, and this just means that the list of things that you can do during a match seem to be endless. The game can be played by using either the analog stick or the more standard D-pad, (for those of you who are not comfortable with the analog stick). This is an option we would like to see on just about every game, as the analog is difficult for some to control. Once again, Konami has done a wonderful job in their character animation, and they have made sure to not ruin a good thing. Each character is in the polygonal form and the movements and animation of each is just superb, as well as realistic. From the many eye-popping ball fakes of the







forwards, all the way to the endless amount of defensive moves from the goalkeepers, you will be impressed with the realistic approach that Konami has taken while creating this game. A great example of one of these moves is the slide tackle. While in some other soccer titles the players just seem to flap on the ground and steal the ball from their opponent, the players in ISS '98 actually prepare themselves for the slide. You can see the players kind of twist to the side a little and, then go through it with their arms out to cushion the impact. There always seems to be something different to see and, after awhile, you'll realize that you've just witnessed about 10,000 different moves. Ok, not that many, but you certainly never get the feeling of watching the same things over and over again. When compared to the two



solid titles already out from EA Sports, the gameplay and animations in ISS '98 lean heavier on the arcade style than their more sim-like counterparts. You might be saying to yourself, "Sure, the game looks pretty real and there's a lot of cool stuff going on, but what about the small details?" Well, let's say you just scored a goal — it could be the game winner or it could be the first score of the game. What are you going to do? Of course, you act like any other soccer player in the world — you go psycha and



CELEBRATE! There are so many celebrations for goals in ISS '98, that we just had to stop counting. There's the run and slide on both knees, there's the run around aimlessly with your arms in the air, and, then there's everybody's favorite, the triple back flip! If it's in the book of soccer celebrations, it's in ISS '98. On the other side of the spectrum, let's say you just scored a goal and are celebrating your accomplishment. The goalie is certainly not proud of his actions, and he lets everyone see. He pouts, he throws his arms in the air in





# JUDGEMENT 64



disgust, etc. Or, better yet, if you accidentally put the ball in your own net, your teammates will scream and point at you after and your character will slump down in shame. But, if you're familiar with the original title, you've probably already seen most of these animations. In this respect, ISS '98 really doesn't differ much from its older sibling, ISS 64. And, many of the same options are included, like the Open Game, International Game, World League, Penalty Kick, Training and yada yada yada. The coolest of the



options is the Scenario Mode. You are put into different situations from past real-life contests (again, just like last year, only different games), and either hold your lead, take the lead, or catch up and tie your opponent.

Overall, the gameplay for ISS '98 is very solid. It's just a hair better than last year's title, which should be expected for their second effort. Some of the new twists that Konami added for ISS '98 are things like "Team Motivation", where your club gets "up" for certain matches, and then maybe lets down a little for games against weaker opponents. Also new is the ability to adjust the amount of height that you have on your free kicks, so now you'll be able to pinpoint your shots or passes.

## GRAPHICS

There is nothing much to say that hasn't already been said about the graphics — they look just as good as they did in ISS 64. However, the FIFA series has improved its look, so the ISS games don't stand out as much as they did. The polygon characters are well done, you can see the nicely textured player faces and there is literally no blur. The uniforms are very colorful, and the stadiums (of which there are additional sites) are all highly detailed.





The advertisements on the sidelines are crystal clear and easily read — this is not to say that you should pay attention to the commercials — obey your thirst!

## SOUND

The sound F/X in ISS '98 are impressive, as well. The crowd noise can get you going in a close game, and every once in a while you might get the chills from hearing them chant for you as you score the go ahead goal. The play-by-play announcer is easily the best in the business. He's on English chop that does the European matches, and he's got some terrific expressions. He does a decent job of keeping up with the action, and always give you the correct info — and usually at the right time.

## CONCEPT

What can we say? It's soccer — it isn't exactly a new game or a new concept, and it's been done to death with the World Cup this year. And, how's this for bizarre? There are now more quality soccer games on the N64 than there are fighting games. How'd that happen? Anyway, the fact that ISS plays on arcade style of soccer, and that the scenario mode is still the only type of its kind, Konami gets a bonus point or two thrown into their Concept score.



## SHELF LIFE

ISS '98 is a pretty deep game, as the ability to play though the World League and International Leagues could take quite some time. And, with the addition of the Practice and Scenario modes, you'll be pulling ISS '98 off of your shelf through out the fall and winter.

## CONCLUSION

International Superstar Soccer '98 is another great playing game of soccer, although not a major improvement over the original. Never the less, it can still hang with the FIFA series, and if you prefer arcade-style action over simulation, then you won't need to look any further. If you don't have ISS 64, then you'll need to get your hands on ISS '98, otherwise give it a rent and see if the changes are great enough to make you want both titles!

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	8	7	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

NINTENDO'S

## MLB FEATURING KEN GRIFFY, JR.



## JUNIOR'S GOT GAME!

Because of the quarterly nature of Q64 and the late May release date of "Major League Baseball Featuring Ken Griffey, Jr.", we were unable to review the game before its release date. Normally, we wouldn't give precious editorial space to a game that was going to be over three months old by the time the issue hit the stands, but the N64 Griffey is so good that we had to give it some time and attention. N64 owners are now blessed with two great baseball games (Acclaim's All-Star Baseball 99 being the other — reviewed in our Summer issue) and we couldn't be happier about it. While playing two 162 game seasons is a monumental task, we think that we are up to it!

### GAMEPLAY

When analyzing Griffey baseball, gameplay is where it all begins and

ends. While graphically the game is only so-so (more about that later), the pitching and batting mechanics are as good as it gets. And, while there are a number of gameplay features that are missing, and that we hope make it into the inevitable sequel — those that made it into this game are top notch.

Let's start with hitting. Griffey gives the player a floating batting cursor with which to attempt to make contact with the ball — and that's it! There are no difficulty options and you have no ability to simply use the more traditional arcade, timing-based swing. While this may seem a daunting proposition, it is not. The cursor is accurate down to the pixel and so fluid and smooth that players of all skill levels will find themselves having success with it right away. While ASB 99 employs a similar system, the one found in Griffey





is easier to get into (there isn't even a "power" toggle to make the cursor smaller). Just grab the analog, move toward the ball and hit the "A" button to swing away. While it might seem that this would be less regarding than the ASB 99 system, it isn't. The design of this botting mechanic is so smooth that you actually feel like you are swinging a bat and you know when you've made good contact. In a perfect complement to the hitting mechanics, the pitching is equally fun and challenging. Making superb use of the analog stick, the pitching mechanics require that you locate your pitch by feel. A floating cursor will appear in the center of the strike zone (displayed on screen) as you select your pitch. You can then attempt to move the cursor to a location of your choosing. The catch



is that, once you set the cursor in motion, it disappears on you and you must learn to "feel" the edges of the strike zone. The effect that this has on gameplay is tremendous. You will find yourself attempting to point the corners of the strike zone as you mix up your pitches. In the twenty plus games that we played for this review, we were able to carry a no-hitter for seven innings before giving up an infield single in the seventh (Estes pitching for the Giants). Words don't describe the ease and quality of the Griffey



pitching/batting interface.

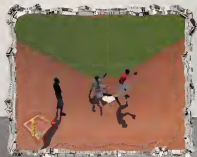
The quality gameplay also continues in the field, where players can dive and jump for the ball, as well as go up the ladder at the home run fence to try to keep one from leaving the yard. Unfortunately, this is also where some of the exclusions in the game become apparent. There is no speed burst button, no extra juice on the throw, and no ability to control the slide while on the base paths. Also, the computer will frequently activate the wrong fielder in the infield



# JUDGEMENT 64



— resulting in many infield singles and some frustration on your part. There are also the usual complement of baseball oddities — players that have been substituted into the game occasionally appear as though they have had one more at-bat, pitchers are left to bat for themselves in the bottom of the ninth when that team is behind, etc. Season play is solid with a good stat's base although, in a curious omission (ASB 99 also is lacking), you can't save any stat's in the Home Run Derby.



While the orcode gameplay is tremendous, it does lack the depth of ASB 99.

## GRAPHICS

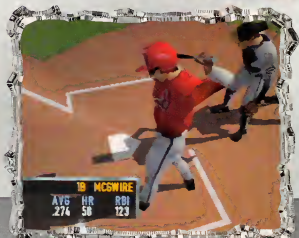
Graphically, Griffey runs a distant second to ASB 99. The game's low resolution graphics and orcode-style animation just look plain rough and, at times, goofy, when compared to Accolade's game. However, the camero system is another kettle of fish. Like the batting system, there are no options, but that is because the camero is so good that it doesn't require them. And the best part is that there is no negative impact on gameplay. The camero always keeps the ball and the fielder in view at all times, then zooms in at the appropriate moment. It will also switch between bases at will and almost always gives you the best vantage point on the play. The stadiums may not look as good as the ones in ASB 99, but you get a better angle of view. What you don't get is any kind of instant replay (ASB 99 doesn't have it either). But, you DO get some nice cut scenes and fireworks after you go yard.

## SOUND

You would expect the game to be play-



WESTERN DIVISION					
TEAM	W	L	PCT	GB	BEH
GIANTS	7	3	.700	0	1
RED SOX	6	4	.600	1	2
YANKEES	5	5	.500	2	3
BLUE JAYS	4	6	.400	3	4
ASTROS	3	7	.300	4	5





by-play light on, when compared to CD-ROM based baseball games, it is. But, the announcer gives you the basics — name of the player, counts the players that have come to the plate in the inning, asides like "It's still anybody's ball game", etc. Griffey, Jr. also chips in on exceptional plays and at the end of a half-inning. Given how quickly the game plays, it probably couldn't deal with any more voice — without experiencing some sort of delay. The game also features a number of cool sound effects for the ball hitting the foul pole, pop-ups, etc.

## CONCEPT

For years, baseball design teams have been trying to emulate the fun, control and detail of SNK's "Baseball Stars 2" (appeared in 1991-2 on the Neo Geo), Angel Studios, the team behind Griffey, have succeeded. The pitching/batting mechanics are the best out there. For this achievement alone, the game scores high in the concept department. It's still baseball, but with an exceptional level of control.

## SHELF LIFE

Long, long, long. With the full season options and player management features, you will be playing Griffey right up until



the beginning of next season. It is great in one player mode and a blast in two. And, at under \$50, a great value.

## CONCLUSION

Although, because of its overall package, we still give the nod to All-Star Baseball 99, Major League Baseball Featuring Ken Griffey, Jr. is an exceptionally well-playing game that is fast, decent looking and long-lasting. If you are looking for a simpler, more arcade-like baseball experience, it is the best one ever. We hope that next year's version can show us the visuals of ASB 99, with a little more complexity in the gameplay and features list, but we'll have a heck of a good time while we look forward to next season.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	6	7	8	8
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				



# JUDGEMENT 64

MIDWAY'S

## OFF ROAD CHALLENGE

### OFFROAD YES, CHALLENGE MAYBE

Off Road Challenge is the latest installment in a series of Midway arcade conversions brought home to the Nintendo 64 console. Some have been absolutely stellar, others have been rather lackluster to downright weak. As an example, San Francisco Rush is a shining example of the power of the N64 and, almost a year after its release, is still the best all-around racing game by far, available for the system. On the other hand, War Gods and BIO F.R.E.A.K.S. leave a little to be desired. Enter Off Road Challenge, the extremely popular arcade racer. Just about everyone here at Q64, one time or another, has spent quality time with this racer in the arcades and consider it a welcome addition to the growing library of Nintendo 64 racers.

If you're not familiar with this title, Off Road Challenge is basically Crusin' USA in the dirt. You have a very similar set up, in that you have a few different vehicles

to choose from as you start, and then are put in a sequence of tracks that you must place at least fourth to continue. As with all of the previous Tradewest/Leland Off Road coin-ops, when you finish each race, you are awarded a certain amount of cash depending on how you placed. Additionally, there are cash "power ups" spread throughout the course in case you don't win enough in the race. The cash is used to upgrade your vehicle to help you compete on the more difficult tracks. Obviously, the goal is to progress through the different tracks, ultimately becoming the Off Road Champion. No new shakes here, just 100% pure arcade fun.

#### GAMEPLAY

If you've played the arcade version, you will notice very little difference in the overall gameplay of Off Road Challenge. The N64 version is nearly identical to its arcade brethren.







The same six courses, Las Vegas, Pikes Peak, Bajo, Ol' South, El Pasa and the Mojave Desert are all represented, as well as the four trucks and the some four hidden bonus vehicles. Each track is littered with extra nitro's, anti crush helmets, cash and the all-mighty super nitro. The only problem is that they're not exactly located in the most convenient places; so chasing them down may cause you more harm than good. Additionally, as with all quality arcade-style racers, each course has numerous short cuts to help you make up for lost time. Each race is check point based, so casually driving around to enjoy the great outdoors is highly discouraged. A complete lack of regard for the environment is required to be successful in Off Road Challenge.

As you progress through the circuit, you can use the cash you earn to upgrade your vehicle. You



have five different upgrades available to you, including acceleration, shocks, nitros, top speed and tires. You'll notice that three of the five upgrades are speed related. That should clue you into the fact that speed is the main concern in this game. The handling of your vehicle plays little significance in the grand scheme of things; easing off the gas just a tad can solve most of your handling issues. Even in the most severe power slides, as your vehicle begins to fly off the road, the computer will only allow you to go so far before being stopped. Nothing that a little extra



speed can't overcome. Sadly to say, however, there is very little strategy to be found in Off Road Challenge. If you're an experienced gamer, don't expect to spend a lot of time with this game. You'll beat it in a little longer than it takes to watch a Lenny and Squiggy retrospective! The play mechanics are almost exactly those of Cruis'n USA, so it won't take a long time to get into the game. The analog pad works well for the arcade-style driving, but don't expect to feel in total control, as your trucks will be flying around these tracks like Homer Simpson on a water



# JUDGEMENT 64



slide! That being said, however, it is a very accurate representation of the arcade experience. In fact, from a strictly gameplay perspective, Off Road Challenge does the best job at recreating the exact arcade experience of any Midway conversion!

## GRAPHICS

This shouldn't come as much of a surprise either, but the graphics in Off Road Challenge aren't exactly a true emulation — they are adequate for the job at hand. If you're familiar with the



arcade game, you'll instantly notice a significant drop in detail, as well as portions of the courses missing. However, when comparing it to other N64 racing titles, Off Road Challenge stacks up very well. The tracks are very clean and the paths and short cuts are easy to locate. There is a fair amount of variety in the courses and enough visual points of interest to give each track a new feel. The vehicles are all well drawn with more detail than you would expect in this type of a racer. On the downside, however, there is a bit of pop-up in each course, regardless of the conditions, and there are very abrupt artificial limits as your vehicle begins to slide off the course. Overall, however, Off Road Challenge presents a slightly above average visual package.

## SOUND

We know this sounds strange, but the sound is one of the best parts of Off Road Challenge. Our biggest complaint with Cruis'n USA was there was no resemblance of the arcade experience when it came to the sound. Altoral, it's the sound that immediately brings you back to that experience. In Off Road Challenge, the engine sounds alone scream arcade! The engine revs, the sound of dirt clods churning under your tires and there's some very solid driving music — it's all there. This is one of the few titles available for the N64 where the





sound actually makes a positive contribution.

### CONCEPT

Off Road Challenge really doesn't do anything new or ground breaking, it's pure arcade-style racing. The addition of power ups and short cuts and hidden trucks has been done for eons now. The thing is, with a racing game, no new ground has to be broken in order for the game to be good. It just needs to present a decent challenge and give you a reason to keep coming back. In both cases, Off Road Challenge more or less completes this task. While not a high concept project, it is a fun romp.

### SHELF LIFE

Like all true arcade racers, the shelf life is... how should we say this... shorter than the life span of a pound of bacon in the Simpson household. That about sums it up!! When converting an arcade game for home use, you generally end up with a very short-lived experience. Developers usually try to add some new features to the game to extend the life of the home product. In the case of Off Road Challenge, however, that doesn't really seem to be the case, you basically get a pretty accurate representation of the arcade version. For newer or average gamers, there's enough here to keep you busy for a while; if, however, you are of the experienced variety, it will be



a short (but fun) lived experience indeed!

### CONCLUSION

Given the state of the current library of Nintendo 64 racing titles, Off Road Challenge makes sense as a purchase for newcomers to the genre and a good rental for those of us with oodles of experience. Thankfully, the game wasn't haphazardly thrown together to take advantage of a supposed lull in the marketplace. Off Road Challenge is a legitimate racing game that will appeal to a large segment of the N64 audience. There are a number of racing games available for the system, but only San Francisco Rush, Diddy Kong Racing and Mario Kart are must buys. Off Road Challenge scores big points for the pure enjoyment of the style of racing and the sound effects, but ultimately suffers from limited replay value.



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	6	8	5	5
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

# JUDGEMENT 64

EA SPORTS'

## NASCAR '99



### TRADIN' PAINT WITH THE BEST OF THEM



EA Sports and developer Stormfront Studios have brought their mega-hit PlayStation title, "NASCAR 99" (actually '98" on the PSX) to the Nintendo 64. There's no shortage of racing titles available (with another five to six coming out by Christmas) for the system, but none of them sport the NASCAR license, and none offer the depth of choices that can be found in NASCAR 99. By the time you finish reading this review, you will see that NASCAR 99 is one of the top racers in the Nintendo library of games. So, without further adieu, "Gentlemen, start your engines".

#### GAMEPLAY

There are three basic play modes in NASCAR 99: Quick Race, Single Race, and Championship. In the Quick Race mode, you can press the 'R' button to randomly toggle a combination of a race track and a driver, and then race

whatever the default setting is for the number of laps — you'll start in 20th place and race "just for fun". In the Single Race mode, you can select the car and course of your choice, tweak the car settings, take some practice laps if you like, qualify and, finally, enter the race. Your starting position will be based on how well you did in the qualifying. In Championship mode (which is THE reason to really play NASCAR 99), you start off by selecting your driver (Rusty Wallace is our man), and then you'll enter the NASCAR options menu — this menu is the life-blood of the game. This is where you customize any and everything. First, you can select the race length, based in percentages. For example, if you select 10%, and that particular track is 200 laps in "real life", then it will be 20 laps in your NASCAR 99 season. Of course, if you want to race all 200 laps, just select 100% — yikes! The





next selection is the amount of damage you want — 'Off' (meaning no damage, for those of you that like arcade racing games), 'Limited' (lose a tire and it will reappear after a few seconds), or 'On'. If you select to race with damage on, then you can adjust whether or not you want cars to totally break down (and thus end your race completely), or suffer just enough damage to require a pit stop. And, if you choose 'On', you can determine to race with Yellow Flags on or off. There are sixteen tracks to race during the course of the season, most of which don't require right-hand turns (but there are a couple of road courses, thank goodness, in Sears Point & Watkins Glen). You can also select from over thirty different drivers (and a couple of bonus legends, as well). In the 'Physics/AI Settings' menu, you can set



(in percentages) your apparent strength, drafting effect, horsepower (relative to yours), car balance effect and speed sensitive steering. As you can see, NASCAR 99 lets you make the game anything you want, from an all-out arcade racer, to a hybrid arcade/simulation, to a full blown sim. Pretty cool indeed, and the main reason you won't grow tired of the game anytime soon.

So, that's what you can do with NASCAR 99, now you'll be interested in finding out how it plays, right? Right. We always

wander aloud why game developers don't give players the option of using either the analog control stick or the digital pad for moving the on-screen action. EA Sports has made it so you can use either in NASCAR 99 and, oddly enough, we found that using the analog works better with most of the tracks, especially the short tracks (the Food City 500 is particularly brutal). The buttons work as follows: 'A' for acceleration, and the 'B' for brakes. The down 'C' button changes the camera angles (af



# JUDGEMENT 64



'C' button toggles through the on-screen displays for track map, tachometer and lap times. Simply tapping this button three times will get all of the 'junk' off of the screen, so you can better see the road! In the upper left-hand corner is your split times; at the main options screen, you can choose to have this removed as well. Once you've got the screen to your liking, you can concentrate on the racing. Since most of the tracks are avals, you'll be broking into the corners or letting off of the juice almost everytime you round



the bend — so you'll have to get used to quickly tapping the 'B' button, rather than just holding it down. Should you try this methad, you'll end up skidding into the infield, or worse, other cars! Once you make your way up to the leaders, or maybe even manage to sneak into first place, you'll find that holding onto the lead is a bit tricky. Try and nudge 'em either up or down, without bumping into them, and you should be able to retain your position. NASCAR 99 does a great job of keeping you on the edge of your seat, sweating it out until you grab the checkered flag!

## GRAPHICS

We were really impressed with the quality of the visuals on display in NASCAR 99. The cars look almost photo-realistic, and the paint sparkles in the sun! There's even some cool night driving at Bristol! Sometimes you'll round a corner only to see a big cloud of smoke caused by a couple of cars ahead of you that are dancing too close together! Should you smack into somebody or something, then you'll be treated to fenders, tires, and assorted car parts flying all over the place. Of course, odds are that those same guys dancing the smoke will probably launch a little debris as well! Cool.







## SOUND

We usually have a paragraph of complaints here, but not this time. The sound f/x, voice and music are all well done. The cars rumble with excellent authenticity, especially when driving in the cockpit view. There's plenty of voice from the play-by-play announcers, stating such important info as "He was quicker (or slower) through that section", and "Wow. You don't see traffic like this on the interstate". There's a pit guy (we'll call him 'Cooter'), constantly in your ear, saying things like "You're in second place. Push it". The tires make nice screeching sounds, and the scraping of 'tradin' paint' sounds good, too. Heck, even the crowd roars its collective approval when you zoom by in one of the top spots. Guitar licks were provided by guitar guru, Joe Satriani.

## CONCEPT

The NASCAR license is one of the hottest properties going around, and getting that license onto a great game was, conceptually, a good idea. The fact that EA Sports developed NASCAR 99 to be so many different games to suit the tastes of many players is the best idea, though.

## SHELF LIFE

NASCAR 99 is the kind of racing game



that will be played over and over again. Obviously, the fact that you can set up the options any way you want, is the single biggest contributor to this reason. But, if the game wasn't any fun, then you wouldn't want to play it even if there were a million different things to change. No worries here though, you'll be playing NASCAR 99 until this time next year, when NASCAR 2000 comes out (just a guess).

## CONCLUSION

NASCAR 99 is a terrific racing game, and second only to SF Rush on the Nintendo 64. Whether you prefer arcade racing games or simulation-style racers, you'll get a lot of bang for your buck. There are lots of tracks, lots of drivers, lots of intense racing and just "lots" to like about NASCAR 99. Check it out — you won't be disappointed.



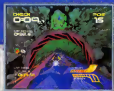
THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	8	7	8
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				



# FUTURE PLAY

PSYGNOSIS'

# WIPEOUT 64



PUBLISHER
PSYGNOSIS
DEVELOPER
PSYGNOSIS
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$64.99

Psygnosis has been one of the electronic gaming industry's leading developers and publishers for over a decade. The UK-based company has had a great deal of success on the PlayStation, and are now bringing one of that system's most popular series to the Nintendo system with their first release, Wipeout 64. Wipeout defined what futuristic battle/racers would look like with next generation consoles, and now Nintendo owners will get to experience the speed and thrill of Wipeout 64. Just for the Nintendo, the game will feature a four player mode that's sure to become the replacement game for Mario Kart, when you've got three buddies over at your place and you all want to create some havoc! There's also a cool new pit-stop feature, and tons more weapons to upgrade. There's a tournament mode that allows you to master your opponents in all the different tracks. Speaking of the tracks, there will be more than a dozen to choose from, they've all got their own unique look, and are about as colorful as we've seen on the Nintendo 64. Look for more Wipeout 64 in the Winter '99 issue of Q64.



# Buck Bumble



**BEE PREPARED**

OCTOBER 1998



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# FUTURE PLAY

THQ'S

## WCW/NWO REVENGE



PUBLISHER
THQ
DEVELOPER
ASMIK
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$69.99

Whoa — the wrestling wars are certainly heating up, and THQ is not resting on the success of their first N64 wrestling title, WCW/NWO World Tour. Nope, just listen to what they have lined up for their 16M corndodge: more than 80 wrestlers in their completely updated roster, user stats, a Championship mode allowing players to win different belts, real-life Pay-Per-View arenas (Bosh of the Beach, Souled Out, Hallaween Havoc), tons of hidden weapons, improved character faces (texture mopped), 40 man Battle Royal mode, a new costume edit feature, faster speed and improved AI, and so much more, we hardly have space to mention it. If you like the wrestlers' grand entrances, then you'll be happy to note that even those are in here, as well as the WCW and NWO theme music. There's also a new instant replay that will show off your deadly finishing moves — cool. WCW/NWO Revenge will also come with battery back up, so you won't have to worry about getting another memory card to hold all of your stats.



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THQ

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Coming Soon

NINTENDO  
64

# FUTURE PLAY

HASBRO'S

# GLOVER



PUBLISHER
HASBRO
DEVELOPER
INTERACTIVE STUDIOS
PLAYERS
1
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$59.99

Here's the first screen shot of a game that we saw at the E3 show last May. We felt the game had so much potential that we thought it was the best platform game at the show — on any system! Now, if it lives up to the promise, then we'll have quite a game to play this Christmas. Here's the basic story line: There's an old wizard that maintains order in the kingdom by way of seven magic crystals. One balmy afternoon, an explosion causes the crystals to fall from their turrets high above the village. But, before they smash in to the ground, the crystals get transformed into balls and solely bounce away. Now the kingdom isn't so happy, and the balls (crystals) have to be retrieved in order to bring peace back to the land. Here's where you came in — you play the role of Glover, one of the wizards' magic gloves, and start out on an adventure across seven worlds searching for the balls. What makes the game so unique is that, as a glove, you can do things that no ordinary character could do — dribble the balls, throw them at objects, and transform them into other items to avoid traps and obstacles. We can't wait for Glover!



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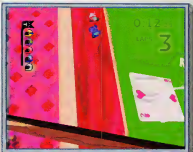


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# FUTURE PLAY

MIDWAY'S

## MICRO MACHINES



PUBLISHER
MIDWAY
DEVELOPER
PODMASTERS
PLAYERS
1-4
AVAILABLE
OCTOBER
ESTIMATED PRICE
\$54.99

Micro Machines V3 is a title that was launched earlier this year for the PlayStation and, prior to that, versions were made for the 8 and 16-bit machines. Obviously, there is a bit of history to the title and, better yet, a group of loyal fans that enjoy the spirited and whimsical nature of this mini-racing game. The basic idea in Micro Machines is that the toy-sized cars race along real world environments, so that the scale of things becomes quite fascinating. For instance, one of the tracks is a kitchen table, where the drivers have to maneuver their cars around knives, forks, plates, salt and pepper shakers, and other items that you'd find on the dinner table! There are plenty of different modes in Micro Machines, including a nifty little party game feature that allows four players to compete against each other. There are power ups and shortcuts to be found, and an assortment of vehicles to race in (bunks, lindy cars, plain 'ol cars, etc...). We'll take an in-depth look at this colorful title in the next issue — see you then!





ACCLAIM'S

# EXTREME G2



PUBLISHED
ACCLAIM
DEVELOPER
PROBE
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$59.99

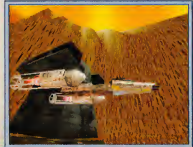


Acclaim is one of the top third party software developers for the Nintendo 64, and is getting ready to launch a bunch of games by Christmas '98, among them Extreme G2. Other titles to be released by year-end include: Turok 2, NFL QB Club 99, NHL Breakaway 99, Iggy's Reckin' Balls, and NBA Jam 99 — that's a lot of product! As you can see, most of these titles are sequels to popular hits from last year, and none was more surprising of a hit than Extreme G. This futuristic racing title blended incredible speed, colorful graphics, multi-player modes and the ability to collect weapons and fire at your opponents. Well, Extreme G2 looks to be no different — in terms of gameplay — but will add a ton of new tracks to go along with improved computer AI. These early screen shots contain a little "test" message on the left, and some computer "crud" along the bottom. Rest assured, however, that these things won't be in the finished version! More info next time!

# FUTURE PLAY

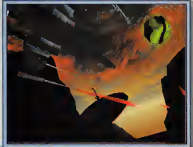
LUCASARTS'

## STAR WARS: ROGUE SQUADRON



PUBLISHER
LUCASARTS
DEVELOPER
LUCASARTS
PLAYERS
1-2
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$59.99

It's been more than two years since Lucas Arts brought Shadows of the Empire to the Nintendo 64. Now they're back, and they've got all of the rebellion's crafts ready for you! In this action/adventure style gaming experience, you can choose to fly X-wings, Y-wings, A-wings and Snowspeeders as you battle against the Galactic Empire. You'll be going up against AT-AT walkers, AT-ST's, TIE fighters and much more. Rogue Squadron uses terrain that you've seen in the movies, like the Tatooine desert, so you'll feel like you're right in the thick of things. You can take your fighter through canyons, over treetops, past volcanic mountains and vast deserts. Some of the special f/x include real time lighting, engines that glow, neon colored tracer fire, moving ground troops and clouds of smoke. The gameplay strategy is to help keep your wingmates alive, and thus they'll help keep you around in return. This high-speed air combat title should be available by Christmas '98, so you can expect to see a complete review in the Winter '98 issue of G64.



ACCLAIM'S

# NBA JAM 99



PUBLISHER
ACCLAIM
DEVELOPER
IGUANA WEST
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$64.99



Acclaim is tapping into the last major sport, hoops, for their Nintendo 64 sports lineup. With successful titles already launched in the football, baseball and hockey categories, game players have been waiting for a basketball title from the one company that has been able to provide smooth gameplay and good looks in their sports games. NBA Jam 99, despite its name, will not be a 2-on-2 arcade dunkfest. Nope, Acclaim is going for full 5-on-5 simulation here but, if you really gotta have the arcade play, there will also be a 5-on-5 "Jam" mode, allowing for crazy dunks and acrobatic play animations. On the sim side of things, there are more than 500 motion captured moves in this high-resolution game, and advanced play-by-play and color (from everyone's favorite graunch, Bill Walton). Then there's all of the things you would expect in a sim, like team management, season stats (over 200 different categories!), on-the-fly play calling and lots more. There's also an extensive create-a-player option, a salary cap and even trade deadlines. Wow — don't let the name fool you, this isn't your father's NBA Jam!



# FUTURE PLAY

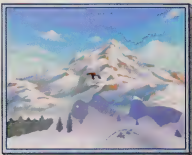
MIDWAY'S

## TWISTED EDGE



PUBLISHER
MIDWAY
DEVELOPER
BOSS GAMES
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$59.99

Twisted Edge is a new snow boarding game from Boss Games (Tap Gear Rally) and publisher Midway (MK4, NFL Blitz, SF Rush). Strangely, snow boarding as a video game concept came out of nowhere, and there are currently two titles already available (1080 from Nintendo and Snowboard Kids from Atlus) for the N64. We had the pleasure of a "quick preview" recently, and we can easily say that Twisted Edge is on track to be the best in its class. For starters, there are six actual competition tracks and one practice course. Three of the courses are available of the beginning, and the rest have to be earned. Each track has three difficulty settings, Novice, Intermediate and Expert. Changing the track difficulty actually changes the geometry of the track. For instance, in Novice setting, tracks will have some jumps dosed off, or even jumps removed, making the track easier and less risky. Twisted Edge has a total of nine characters (though this might change). Each character will have attributes which will change the way they ride. There will be over 100 stunts to perform, and seven trick boards. The stunts consist of frontside and backside spins, 180, 360, 540, 720, 900, 1080 and the awesome 1260. Check it out next time!



ACCLAIM'S

# NFL QUARTERBACK CLUB 99



PUBLISHER  
**ACCLAIM**  
DEVELOPER  
**IGUANA**  
PLAYERS  
**1-2**  
AVAILABLE  
**OCTOBER**  
ESTIMATED PRICE  
**\$19.99**

Acclaim is back this season with QB Club 99, the sequel to the top selling sports game on the Nintendo 64 last year (QB Club 98). While the game looked amazing last year, it did have its share of gameplay issues. Well, QB Club 99 is still in high-res mode (640x480), but has received a new engine that is said to deliver a quick playing, 30 fps gridiron experience. There are 250 all-new player animations, including the Ken Norton "punching bag", the Terrell Davis "Mile high salute", and everyone's favorite, the Merton Hanks "chicken dance". New play-by-play will be done by ESPN's Mike Patrick and the color calls will be from CBS's Randy Cross. Another new feature is the analog passing system that has been implemented, but we don't know how this works, so we'll give you the details next time! Acclaim brought in NY Jets Offensive Coordinator Charlie Weiss to provide the game strategy and give insightful hints on perfecting the computer AI. And lastly, there are new and different types of player injuries that will affect your season play. All of this and more, will be under our reviewers microscope in the next issue of G64.



# FUTURE PLAY

THQ'S

## PENNY RACERS



PUBLISHER
THQ
DEVELOPER
TAKARA
PLAYERS
1-4
AVAILABLE
OCTOBER
ESTIMATED PRICE
\$49.99

THQ and developer Takara are working on a "kart" racing game based upon the Penny Racers toy line. The cars are nifty little pocket sized vehicles that have tons of personality, and there will be at least 13 different Penny Racers to choose from. You will be able to race against the clock in time trial mode, or race in a championship circuit against five other cars. Each time you win a race you will be able to upgrade your machine from a list of over 100 different parts, including tires, brakes, engines, decorative parts, armor and weapons. Yup, there's mines to drop and missiles to shoot, allowing each racer to blast the guy in front of (or behind) them. There's a four player mode, so fans of Mario Kart won't be disappointed. Of course, Penny Racers offers something that even Mario Kart didn't, and that's the ability to design your own tracks! You'll be able to do all your power slides and barrel rolls through the twists and turns of the courses you create. Sounds cool, and we'll get a complete review to you in the next issue!





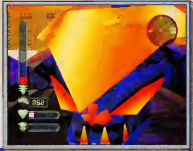
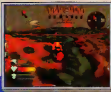
MIDWAY'S

# BODY HARVEST



PUBLISHER
MIDWAY
DEVELOPER
DMA DESIGNS
PLAYERS
1
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$34.99

Body Harvest is a European title that we have covered in our Quick Pics section for the past couple of issues. The title has since found a home with publisher Midway, and is currently going through the "localization" process. If that term is new to you, it simply means that they are translating the game from its UK flavor to American tastes, and (hopefully) making sure that story line makes sense to us in the States. Sometimes, things like talking fish with blue hair that play the piano make perfect sense in one culture, but are totally absurd in another. Fortunately, the storyline in Body Harvest has nothing to do with fish, pianos, or blue hair. Nope, aliens have taken over much of our planet and our in the process of capturing the remaining humans and turning them into mutant alien freaks. As one of the last survivors, it is your job to eliminate the alien scum, traveling through HUGE landscapes by means of foot, car, truck — whatever you can, in order to restore harmony and get things back to normal. There are many different weapons to pick up along the way, and tons of different alien beasts. This game looks pretty cool so far, so stay tuned for more info next time!





# FUTURE PLAY

UBI SOFT'S

## BUCK BUMBLE



PUBLISHER
UBI SOFT
DEVELOPER
ARGONAUT
PLAYERS
1-2
AVAILABLE
OCTOBER
ESTIMATED PRICE
\$69.99

Here are the latest screen shots from Ubi Soft and Argonaut's (Croc, Star Fox) Buck Bumble, a game that we featured in the last issue of Q64. Since that time, Buck has been given a ton of personality, and the sound f/x that have been implemented are pretty darn funny. Buck makes some goofy noises when he gets hit by the nasty insectaids, and the sound of the bad guys flying toward Buck is something out of an old WWII movie (you know, the ones on Saturday afternoon, where bombs are always blowing up stuff and hundreds of guys are running through the mud). Buck Bumble will feature twenty different missions (plus hidden bonus missions), and tons of assorted weapons and power-ups. Some of the weapons include plasma pistols, missiles and lightning bolts (Buck's alias is apparently Zeus). Buck's world can be seen through three different camera angles, and will be Rumble Pack compatible (what game isn't?). Until next time, don't Beee Beee yourself.



FOX SPORTS INTERACTIVE'S

# FOX SPORTS COLLEGE HOOPS '99



PUBLISHER
FOX SPORTS
DEVELOPER
Z-AXIS
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$64.99

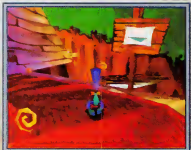
Fox Sports Interactive has already released a couple of titles for the PlayStation, and now they look to try and tap into the growing sports market on the Nintendo 64. Their first release will be College Hoops '99, developed by Z-Axis. We first saw the game back in May '98 at the E3 (Electronic Entertainment Expo) show in Atlanta, and thought the game showed great potential. Fox Sports is focusing on a realistic style of gameplay with real college atmosphere providing school chants, and lots of crowd reactions. College Hoops '99 is licensed by the NCAA, so all of the schools' logos and uniforms will be properly represented. As you can see from the screen shots, the players are fully rendered polygonal characters, capable of dunking, blocking shots and most anything else that happens on the hardwood. Players can compete in Season Mode, Conference Tournaments, and then try and make it to the "Big Dance" and the National Championship. We can't wait to get our hands on this title, so be sure to look for our complete review in the Winter '99 issue of Q64.



# FUTURE PLAY

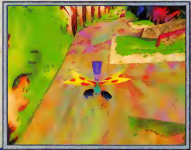
UBI SOFT'S

## TONIC TROUBLE



PUBLISHER
UBI SOFT
DEVELOPER
UBI SOFT
PLAYERS
1
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$69.99

How's this for a story line—a goofy Martian named Ed accidentally pours a toxic liquid on Planet Earth and then all heck breaks loose as mutants and aliens battle it out over the charred remains of Mother Earth. You'll need to get the clumsy alien out of trouble and stop the sinister Grogg the Hellish from keeping his title of "Master of Earth". Yup, that nasty Grogg has found the can of tonic that Ed dropped and is planning on using it to take over the world. Ok—sounds intriguing, no? This cartoon style action/adventure game is from the creator of Rayman, and sports over 40 hours of gameplay (that's what they tell us!). Our hero Ed can jump, run, grab, hang, crawl, swim, fly and even use a blowpipe. Tonic Trouble mixes cartoon-like graphics with puzzles and riddles galore throughout ten huge environments that comprise Ed's world. Ubi Soft has been working on Tonic Trouble for two years, and hopes that it will be the title that all other 3D adventure games will be judged by. We'll see, and we'll let you know how it turns out in the next issue—stay tuned.



OCEAN'S

# GT RACING CHAMP EDITION



PUBLISHER
OCEAN
DEVELOPER
IMAGINEER
PLAYERS
1-2
AVAILABLE
OCTOBER
ESTIMATED PRICE
\$54.99

Ocean and Imagineer are combining forces once again to bring GT Racing Championship Edition to the N64. Previously, the two companies worked to bring out last year's decent racer, Multi-Racing Championship (MRC). MRC suffered in the graphics department due to a severe case of the fuzzies but, gameplay-wise, the game had tight controls and a solid feel to it. Well, a year of practice makes perfect as this time around, Imagineer has put together some of the finest visuals to be seen in a racing game. GT features three distinctive courses, each with a short and a long layout. There are over a dozen officially licensed cars from Toyota, Nissan, and Acura — all heavily souped up to meet the GT requirements. Much like in MRC, the cars can be configured in a variety of ways, from brakes, tires and struts, to gear box, spoilers and suspension. The are three game play modes: Championship, Time Trials, and Battle. Five camera angles allow for viewing flexibility, and there's a "look behind" button located in the yellow "C" button jungle.



# FUTURE PLAY

KOEI'S

# WINBACK



PUBLISHER
KOEI
DEVELOPER
OMEGA FORCE
PLAYERS
1-4
AVAILABLE
DECEMBER
ESTIMATED PRICE
\$59.99



Koei Corporation is currently working on their first N64 title, Winback. Koei is probably best known for their 16-bit games and computer educational and entertainment software. Although the company has been providing great strategy and role-playing games for years, they have now diversified their line-up to include titles from the fighting, shooting, and action game genres. Winback will be the first of these titles to find a home on the Nintendo 64. Here's the story of Winback: As a member of the elite commando group S.C.A.T. [Strategic Covert Action Team], players race against the clock to stop a group of terrorists who have gained control of the GULF Strategic Satellite System. The terrorists have already wiped out the Center for Space Development and Exploration and in another 3 hours plan to make their next strike. The S.C.A.T.s are handed their orders: regain control of the GULF control center, or incapacitate the system. Winback uses a new Active Motion System (AMS) that calculates character motion data on the fly in response to user input, improving response time and making characters more realistic. With over 350 motions for just the main character, the action promises to be very smooth. Winback offers single / multi-player modes, dramatic event sequences, four engaging game stages, a multitude of weapons, intelligent enemy AI and supports the Game and Rumble Paks.

EA SPORTS'

## NBA LIVE 99



PUBLISHER
ELECTRONIC ARTS
DEVELOPER
EA SPORTS
PLAYERS
1-4
AVAILABLE
NOVEMBER
ESTIMATED PRICE
\$64.99

One year ago, there wasn't a single hoops game available for the Nintendo 64. Since that time, both Konami and Nintendo have released their 5-on-5 games, and now Acclaim (NBA Jam 99) and EA Sports (NBA Live 99) are getting ready to bring out their heavy hitters. While 'Jam' is transforming itself from the arcade 2-on-2 hit to become a 5-on-5 console sim, NBA Live 99 is coming over to the N64 from its status as one of the best basketball titles on the PlayStation. The Live series has been traditionally more on the simulation side of things, although the amount of TV-style animations and celebrations continues to increase with each new release. Live 99 will include all of the NBA teams and all of the players (except Jordan, who may or may not retire, anyway), and will have complete stats tracking in over thirty different categories. Players will be able to perform spin moves, cross over dribbles, alley-oops, lean-in jumpers, fade away J's and a variety of one and two handed slams. Check out all the exciting hoops action in the next Q&A!





# FUTURE PLAY

EA SPORTS'

## NHL 99



PUBLISHER  
**ELECTRONIC ARTS**  
DEVELOPER  
**EA SPORTS**  
PLAYERS  
**1-4**  
AVAILABLE  
**OCTOBER**  
ESTIMATED PRICE  
**\$59.99**



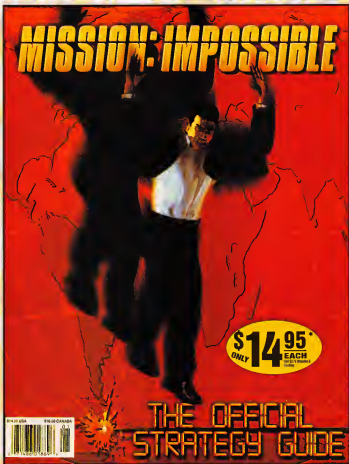
As the Nintendo 64 gets a little older, more and more of the third party software companies are bringing their "franchise" titles over to the platform. Eidos, Psygnosis, Acclaim and Midway have all had major hits on the PlayStation (and PC) and have brought some (or all) of their titles to the Nintendo 64. Now Electronic Arts continues to beef up their sports line-up with the scheduled fall releases of two of their biggest sports franchises, NHL and NBA Live. These games join the Madden, FIFA, and NASCAR franchises already available for the system. Things are certainly starting to heat up in the sports market! Anyway, for those of you not familiar with the NHL series, it features all the NHL teams and players, season play, full stat tracking, polygonal characters, motion captured animations from assorted NHL players, six game-play modes, play-by-play from ESPN's Bill Clement, and tons more. The players have hat and cold streaks, there are 18 international teams to go along with the 27 NHL teams, Rumble Pack is supported (of course), and there are even on the fly game strategies that can be called with the touch of a (yellow) button.



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# STRATEGY 64

The dissection of

## QUEST 64

# Melrode



The Grand Abbott begins Quest 64 by telling Brian that his dad, Lord Bartholomew, is missing. He tells Brian not to go, but if he must (and you know he must), then he should head to Dondoran, and meet with the King of that city.



You'll leave the Grand Abbott and head down two flights of stairs. Enter the room and talk to Gilda. She'll inform you on how to use the Spirits. This is the first in a sequence of "the manual within the game" lectures.



Back down another set of stairs and through the door at the bottom, you'll enter a hallway that has six doors on the left side.



A fellow named Fergus hangs out in the first room, and he tells you that the big stick you are carrying is your only weapon. Hey, Fergie, thanks for the insight!



There's absolutely nothing in the other five rooms, so don't waste your time searching in them (unless, of course, you need to rest awhile, after walking down all of those stairs)!



At the end of the hall way, there's a door that goes out to a courtyard. Auden will tell you that spirits are everywhere. Gylmyne then tells you to look close and press the Z button. How'd they know you had a Z?



Looks like Auden was right. In fact, there's a Dew Drop in the chest against the back wall.



The door over to the right goes down to the basement. Ah ha, another Dew Drop is hiding in the corner.



And there's another one over to the right. Oh, lucky day.



Back into the courtyard, and through the door back into the hallway. The double doors lead into the main Church and you can talk to Marmaduke. He tells you to move out and be careful.



Before you go, head up to the altar and go through the door on the right. Carius says a little prayer for you, and now you can be gone!



Not so fast. Before you head out the back blue doors, go into the room on the right. Eat the cookie, and you'll get some Fresh Bread, and behind him, in the chest, is some even tastier Honey Bread.



Ok, out the doors of the Monastery you go, and head down the dirt path to the right. You'll come to a stall with a single horse in it. For grins, talk to the horse, but don't expect Mr. Ed. More importantly, in the haystack, is your first spirit. We put it in the Fire slot (top C).



Follow the path back up to the Monastery, and then head all the way down the path and through the double doors that lead into the town of Melrode.



As you walk down the path, the first building will be the Melrode Inn. Here you can save your game.



If you like, you can go up the stairs and check out the four rooms. There's nothing to see, but there's a fellow in one room that will tell you that there are spirits all over Celoland. Gee, thanks for the tip, mister.



In the Shop next door, you can see Ingram, and she'll give you the White Wings that will bring you back to Melrode whenever you use them. Certain restrictions apply.



Up on the hill, west of the Inn, is Kain, the Sheppard. In his house is a chest that contains Fresh Bread. Go ahead, take it, he won't mind.



Ok, time to leave Melrode, and get on with the journey. Go to the right (south), and head up the dirt path that leads to the double doors, and into Freedom!



Now you will face countless battles, and you'll want to stick to the Basic Attack plan. Continue to walk along the left side edge until you get to the point shown in the above shot. You'll probably have four or five battles under you by now, and will need to eat some Fresh Bread. At this spot is where you'll find a spirit.



Marion the Fortune Teller lives in that blue house (the house is on the left in the map screen). She'll tell you all about your future, but more importantly, there's a spirit to the left of her table.



In the second house on the path is Curtis. He just tells you about a robber hanging out in Corner Forest. Not a single spirit in the house — rats.



Finally! Off to the right is the Castle at Dondoran.



In the Shop, Thom will give you Yellow Wings. They will bring you back to Dondoran when you use them. But, you can't use them in caves or forests.



In Walter's house, he'll tell you about the earth Orb that the robber took.



Hey, isn't that the gal that was at the Melrode Inn? What's she doing at the Dondorin Inn? Hmm, sounds fishy. Anyway, save here, and worry about her later.



Ok, now take a right and go up the steps and into the castle.



Before you take the red carpet up to see the King, take a left through the double doors, up the stairs to the left, through the doors on the left, and follow the walkway around to the right and all the way down to the end, enter those doors, and then the doors on the left. Talk to Gibson — he'll give you info on how to attack the robber (Solving)?



Exit , stage left. Get back out onto the walkway, and take a right over the catwalk.



Turn right, and enter through the doors on the left. Now, go in to the doors on the right (the middle set of doors), talk to Kate if you want, and then go back through the opening and into Floria's room. She'll tell you the rest...



Wow, that Floria's got the goods. Two Dew Drops and Mint Leaves. Now you can get rid of that bad breath caused by the Honey Bread.



Back to the red carpet, and up the stairs. Go into the Throne Room and talk to King Scottfort. He asks you to do him a favor (get the robber) before you continue on your search for your father.



Since you will accept his request, you stroll over to his room (the doors on the right), and make off with the goodies.

34

لقد وصلت هنا في داندوران، من عبرة لوك، كوتلر. لكن هناك قرد في الشجرة، والآن

Before heading out of town, now's a good time to save. Upstairs is nothing, except Steve, the stick-jawed yokel.

35

Time to get out of town (head south), and go robber hunting. The sign at the bottom of the hill points you to the forest.

36

When you first get into the forest, there's a small cottage on the left. Get in there and get the Giant's Steps and the spirit.

37

Just a few steps south of the cottage is a spirit. Grab it and continue walking along the right side.

38

When you get to the umbrella tree (the part you can walk under), there will be a spirit to the right of that tree.

39

Keep heading north until you get to the gates. The robber lurks behind these walls.

40

سولفينج  
What's this? That business do you have in the castle of Solvening, King of Beasts? Did that fool in

Here's the big ugly bad dude, and he's ready to do you some harm. Just make sure you've got at least one Fresh Bread and a minimum of 75 HP left when you start the fight — and don't miss!

41

لقد ذهبت الى

After you defeat Solvening, you'll get the mighty Earth Orb back, and down the path to your left is a chest that contains Honey Bread. Yes, 100 HP restored!

42

Back up to the center, by the water cooler, the path on the right has a chest in it which contains mint leaves.

43

Now head back to the gate, and follow the dirt path to the right, all the way until you get out of the forest.

44

لقد تجاوزت ما كان أقوى الفرسان قد فشلوا. إنها ليست إلا القرد المسمى المسمى.

Back at the castle, the of King is quite pleased with your work. Not only does he let you keep the Earth Orb, he lets you scam goodies from his secret room behind the throne. It's good to be the King.

47

It's time to go back to the forest. Once you enter, head to the path on the right, and pick up the spirit that's down the way a bit — to the right. Keep going west a little longer and soon you'll be at the gate that leads to Dondorn Plains, the next section to conquer. Don't forget to get that Dew Drop in the chest.

46

Head back to the Dondoran Inn and save your game. You're going to need to get back to full strength.

45

Just look at all the cool stuff! — Here's Drink, Healing Potion, a Spirit, and something called 'Replica'. Oh joy oh joy.



## Dondorran Flats



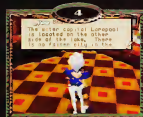
The monsters in the Flats are going to be harder to kill, but they won't be much meaner than not at first!



As you head south, you'll eventually see the big sail boat getting ready to sail the seas, but it can't sail without you!



Before you get on board, go over to the hotel by the Lake, and save your progress.



There's that Shannon, again. How does she always best us to the hotels! And yes, there are four rooms upstairs, but there's still nothing you want to see up there.



Talk to the captain, Morag, and get ready to sail on the Love Boat of the 16th Century.



## West Carmagh



After you speak to the Captain, go into the room. When you come out of the room, the Captain says the wind has stopped blowing. Now's your chance to head south to the town of Normoon.



Of course, before you do that, you'll want to stay at the Inn. Elia will set you up with a nice room.



Now, set forth to the little bridge ahead of you, and take the path that leads west. When you cross the next bridge, take a right (east) and go up the hill. There's a spirit waiting for you.



As you head north, you'll fight lots of Ork J's (but they look nothing like Jonathan Winters). The best way to defend yourself from their rocks is to run behind them as they start their attack.



Before you get to the fork in the road, you'll see another spirit up on the grassy knoll to the right. Go get it and then go to the sign at the fork.



You want to go left, or south. We're heading towards Winward Forest.



Before the bridge to the forest is a little house with a couple of Rambo looking dudes in it. They'll tell you about the bridge that is down.



Yup, Jeff and Lloyd (Bridgers!) were right, the gate is locked and we can't open it. Looks like we've got to go back up north!



This time, we take the path to the north (right).



When you get to where you can see the waterfall, take a right through the meadow.



We're going to make the loop down to Norrnoon.



Finally, a resting spot Dorothy is kind enough to let you stay and rejuvenate. Unfortunately, there's no other goodies in the cottage.



Outside the brick house, however, is a spirit around the right side. Yeah-hoo!



Now cross the bridge and get ready to hustle on over to Cull Hazard.



Spooky music, and it's a long way down, should you fall off of the cliff. Good news — you can't!



You could fight this big green horry toad, but we think you would be better off (and as a bonus, you'd get to live) escaping. It's not worth it!



Once you get past your first Wyvern, the field will open up a bit to the left, and you'll see a spirit floating up ahead of you.



As luck would have it, there's a chest right next to it. Bones!



Go back to where you just were, and head east. Keep going along the trail, until you get to another chest to the right of the pond. Cool — Heroes Drink!



# STRATEGY 64



Head north, and there will be TWO more chests just ahead of you. Hinen, sounds like we're gearing up for a fight...



You eventually get to a small pond, where it looks like you can go left or right. Wrong. There's nothing over to the right, so head left and prepare for the big one!



Oooh, this looks nifty... wonder what's lurking back there!



Ah, perhaps one last chest?



Oh, you're almost out of this place, but there's a trail to the left that needs to be explored first.



Bummer. It's blocked. We'll have to go back down and exit stage left.



Thank goodness — fresh air! Now, if only you could read that sign!



The first building on the left has a couple of chests inside — go see what it is.



The big brick windmill building behind that one also has some Fresh Bread, as well as more Heroes Drink.



Now would be a great time to get to the inn and save your game. Shannon is there, and will give good info, as well as Leonard, who's upstairs.



Outside of the house with Galus, the old druid, is a small patch of corn. If you look close enough, you'll find a spirit.



And, straight ahead, is another spirit.



Go next door and get the Green Wings from the "bag", and then go into the field outside her shop and get another spirit.



Save again, and then head north and up to the woods.



Straight ahead is a spirit. Who keeps leaving these things laying around, anyway!



Head north-west, and you should come up to a small cabin. Inside is a spirit and a door...



The door leads to another room, and a chest that holds some Honey Bread.



Behind the house, on the right side, is yet another spirit. Now, we haven't mentioned this before, but you can select whichever spirit group you want. At this point, you could have all 15 spirits in the Fire (red) column if you wanted. But, we're going for the even approach, so we rotate them as we find 'em!



On the left side of the house is a chest that contains some Healing Potions. By all accounts, you should have at least four chests of bread and three Healing Potions, which is enough to survive just about anything we've seen thus far.



Head east, and follow along the path. You'll soon be face to face with one ugly looking dude, aka Zelo. He's got the Wind Jade, and you've got to beat him to get it. You can basically just sit there and trade punches with Zelo, but it'll cost you most of your bread and potions.



Now that big ugly is out of the way, head over to the right for another spirit.



Lamia guards the exit out of the woods, and she can be pretty tough. Hopefully you still have some of the spells and a couple of extra breads that you can use. After she's one, you can walk safely over the bridge that's now open.



You can stop and see Jeff and Lloyd again, but there's no more interesting than they were last time you saw them. Just keep heading north, as it's time to go to Laraspool.



Make sure you keep going north, and cross over the bridge when you get to it.



Ah, the beautiful town of Laraspool. Hopefully, since it's late at night, there will still be a room at the local inn.



Well, what do you know? We're in luck — better see the game, eh?



Go upstairs and talk to the very lovely Lella. She says something about a well... and she'll meet you there shortly.



Go back down the stairs, and then down another flight, take a quick left and then go down those stairs. Open the doors and — voila, you're outside!



You can see the door ahead, so get over there! That's where the well is, and Lella, too. She tells you about your next journey through the valley. But what we really want to know is, where did she get those shoes? Don't forget to open that chest next to Lella.

# STRATEGY 64



Leave Leib and go down the rimp that is just outside the room. The water has subsided, and you can now make your way across.



As you round the corner, there's a spirit straight ahead. Go get it and then come back to this spot.



Go around the next corner, and head left. There's another spirit back behind the door, on the right.



Back down and to the left; you go, and then up the steps that lead to that coffin looking thing...



There seems to be a whole in the ground. Guess we should go on in and see what happens!



Looks like this is the blue cave! Just keep running down the path until something gets in your way. Advice — If there are more than three enemies attacking you at once, then escape. Most of these monsters, in bunches of four, make it harder than the reward, so don't bother.



Now, don't run too fast, though, as soon you'll be coming up on a spirit, and you may miss it if you run by quickly. Ok, so now you've got the spirit, that was a long way to go to get it, and now you need to turn around and go back to the entrance.



Turn to the left and you'll see the pillars with the arrows. The basic idea here is pretty simple; follow the arrows!



When you get to the next set of pillars with arrows, there will be a passage to the right, but don't take it, as there are no spirits or chests down there.



As you come to the next fork in the cave, go to the left and get the Heroes Drink that's in the chest. Then come back and follow the arrows.



Take a left, again, at the next fork, and go to the end to find a spirit; then head back and follow the arrows.



You'll soon come up to a huge ice pyramid that has a spirit at the base. Grab it and then head left through the arrows.



After a very long stretch, which includes going over a small chasm, you'll wind up at another set of pillars with arrows, and the choice of going left, if you'd rather. Good idea, go left and follow the path until you get to the two treasure chests. Open 'em up and head on back, Jack.



After ANOTHER incredibly long stretch, you should be at a crossroads, leading in three different directions. Take the path to the left to find a spirit at the end.



Go back and take the fork on the right, and when you get to another fork go left. You'll find a chest and a spirit. Score! Go back to the intersection, and continue going straight. Follow the path around until the next crossing, and go straight. Take the next right, and the right after that. One more right and you're outta here!



Go down the slope a little bit, and you'll soon run across a small cottage.



Talk to Epona, and you will learn of the "Elastic Book". Now you understand that the book must be found and returned to the monastery, and that the next place to start searching is the Isle of Skye.



Before you move on, talk to Chappy, the odd-looking dog-like creature on the floor next to Epona, and you can save the game.



Next, head into the room behind Epona and stop on the circle. This will magically put you on a ship in Loch Kildrey.

# Isle of Skye



Talk to Kilec, the Captain of this pirate ship, and find out what he knows about the sea. Then, take yourself and your notebook into the cabin for a rest.



Boren, the Purser of this Love Boat, will ask you if you want to save your game (or in Pirate-speak, sleep). Good idea, matey!



After taking care of business, you can go into the next room and get a spirit and a chest (and chat with Macran, if'n you want to).



Head back up to the top deck, and exit down the ramp — you are now in the Isle of Skye!



There's another small cottage off to the right. Waddya think's in there?



It's Colleen, the Sorceress of Loch Kildrey, and she tells you that you've got to go fight the evil "wretch" that stole the Water Jewell. Okay, daisy, then, let's go!



First, go around to the back of the house and grab the spirit.



On the other side of the stone wall, on the right, is another spirit.



Now go towards the ship, and to the left of the pier is another spirit.



# STRATEGY 64



Okay, now it's time to major on up the pathway and see what's on the other side of this hill!



Before you run out into the center of those rocks, head to the right and pick up one last spirit before the big fight.



Hey, what's that? You've just been teleported into another world? Better get ready to battle!



Follow the path around until you get to...yikes! It's Nepcy, and she doesn't look real happy, does she?



The best strategy to use against Nepcy is to use your level 3 Wind Cutter, and stay as far away as possible.



When Nepcy fires her blasts at you, be sure and run around; you should be able to dodge two of the three shots she fires. Keep replenishing your health and magic points until she is destroyed. This bottle could take up to 10 minutes!



Well, after all of that, you've now got the Water Jewel. Let's see, three down and one to go!



The sorceress would like to see the Water Jewel, so you better head on back to the cottage.



After talking to both of the characters in the cottage, go to the door behind you (the one that was previously locked) and see what's in that room.



Cool — another spirit, and that magic carpet thing that will send us back to Epona's (the girl from Epona's) cottage.



Epona finally says what you've known all along — that YOU are the chosen one, and fate is in your hands. Ok, we can deal with that. But, what next? It's time to head out of the cottage and over to those stones, or the "Stone Circle" as Epona calls it.



Ok, we've been teleported back to Lampool. Now let's find out what's going on around here.





Now that you're in Larapool, you can make a save at the end, and then head south and then west to see our friend Captain Morague, who will be glad to ferry us over to the town of Limelin.



You've landed in East Limelin, and will have to make your way east to get to the castle. Should be lots of new bad guys to kill on the way.

# Limelin



But first, better stop off at the Limelin Wharf, over to the right, and make another save.



The monsters from here on out are going to be pretty tough, you just can't go up and whack 'em on the head anymore. So, you can either escape, or defeat them using magic, and staying far away!



After a long journey, you'll finally make it to the kingdom of Limelin — and what a big kingdom it is!



Once inside, head straight to the Limelin Inn and save your progress. Talk to Shannon, if you want, and you can even go upstairs and look into the four bedrooms. But, as usual, you won't see much as a nickel.



Across from the inn is Dolga's house. Go upstairs and snag some Mint Leaves and Healing Potion.



The next house on the right has Dew Drops downstairs and a potential girlfriend upstairs.



Upstairs in the house across the street is some Honey Bread. There's nothing in the next two houses — what a gyp!



In the street over to the left, you can pick up the Red Wings in the middle shop.



The guy behind the bar (the tavern next door to the shop) obviously doesn't know who you are, otherwise he wouldn't be so rude!



To the far right of the castle is the tower that used to hold the prisoner, Fargo, until he escaped.



At the top of the tower is a spirit.





Behind the tower, there's another spirit.



To the left, all the way back to the buildings, is a small patio where you'll find yet another spirit.



To the left of the castle is an empty house and a spirit out in front of it.



Ok, no more spirits to find, so it's on to the inside of the castle. As you make your way through the garden, there will be one more spirit next to the stable.



Holy smokes, this is one fancy place! And wouldn't you know it, there's more spirits lurking behind that painting straight ahead of you.



Up the stairs (either way) and to the hallway you got! Now you've got three sets of double doors in front of you. Let's go to the one on the far left, first.



Big score. Three chests full of Honey Bread, mint Leaves, and Healing Potion. There's nothing in the next two rooms, except a couple of guys that tell you about the mine shafts. Talk to 'em if you want to, otherwise it's time to go up the stairs at the end of the hallway.



Yikes! Another large hallway. Fortunately, the only one that has anything is the last room on the right. Inside is some guy named Zing (Ping Zing, maybe!), but more importantly, there's a small step shelf that leads to a spirit. Head on out and up the stairs that lead to the Queens Chambers.



Once again, you get no respect. Ah, never mind them, and move on up to this big house!



If you really want to know, the Queens bedroom is on the right, and Prince William's is on the left. He, too, thinks he's pretty clever. Enough! Let's go talk to the Queen!



All the way to the Lindell Castle, just for that little tidbit of information! Please! At least that secret door behind the throne will get you some goodies!



Look what we got here... a little Healing Potion, a Silver Bell, and Caline's Bell. Now we're talking the good stuff! Let's get out of here!





It's time to make our way south, to the Barragoon Tunnel. First, however, it would be wise to save before continuing. Remember, the enemies will be a lot stronger, so be careful, and avoid them when you can.



When you get to the sign that points to the tunnel, take a right and follow the hill to a spirit. Grab it, and then head back and follow the sign.



When you come to the steps by the old mine, take a short right and get the spirit.



Before you go into the tunnel, stop off at the old shack and grab the two spirits that are inside.



Outside the shack, underneath the mine shaft-overflowing-thing, there's another spirit.



When you first open the door, there will be a couple of chests on your right. You should probably open these.



Keep following the path until you come across the spirit, the door, and the chest.



At the end of the long narrow catwalk, and once you've gotten to the top of the little hill, and are facing the stone wall with grassy patch, take a quick left.



All of that, just for another spirit! You need all the spirits you can find!



Turn around and down the grassy path to the right. Keep making your way through the semi-maze by always heading North and East. Eventually you will get to this opening. There's a spirit to your left.



All the way to the right, in the deepest, darkest corner, is a chest that contains a Dew Drop. Maybe not worth the effort.



Above the chest is a spirit. To get it, go back and take the steps on the right, and head back to the corner on the right.



In the far left corner is a chest that contains the Replica. Cool.



Now head up the steps in the middle of the room, and follow the long corridor to find the evil Shik waiting for you. Best to get close up with her and just use your big sack. Be sure to have lots of health ready though.



After you finish off Shik, head out of the room (East), and open up the two boxes and grab the spirit.



Exit the tunnel North, and head to the little tent on your right. You are now in the desert of Chindom Dries.

## Dindon Dries



This tent is as good a place as any to rest and save, right? You bet.



After saving, go over to the vase and get that spirit. At this point, you may want to start stacking the spirit in the Earth and Water elements. Once you obtain the Avalanche spell (Earth) and the Heal Level 2 (Water), then you can put any more spirits you find in the other elements.



Head south and stop off at the next house you come across. Go in and talk to the draft dodger; then go into the room across from him and grab those Giant Shoes from the chest.



Look at this spot on the map closely. This is where you need to be. There's a floating crystal in the air, so once you see it, head for it. When you start out, though, be sure and go east first, then south. You need to stay in the middle of the desert; otherwise you will be transported back to the beginning of the desert.



Climb up the steps and stand in the middle of the circle.



You've now been transported to the desert oasis of Shamwood. Head on in and see what awaits.



Of course, before you go in, there's a spirit in the back of the castle.



Up the steps and you're inside...oh, my! Look at all the goodies. And don't forget the spirits in the back!



Okay, now that you've got the goods, head on up the stairs to the left, and make a circle around the walkway and pickup a spirit.





Now head up the big steps, and grab the spirit on the left side.



Now, go back and enter into the darkness. Talk to Lwasa. Then grab all the goods!



Ok, time to get back to the big desert, so go back to the circle and get yourself teleported.



Head back to the tent and save your progress. From here, it's due west, young man. If you want, though, there's a spirit hanging out in the lower corner, by the "h" in Greenoch (on the map).



Just before you get into town, to the right of the dirt path (just before the last turn) is a spirit.



Don't let that burnt down house full you — there's a chest in there!



Rest at the Greenoch Inn, and, as usual, there's nothing in the three rooms upstairs — although THREE is a nice change of pace. Apparently, nobody stays in a town that has been burned down!



Head South and West to the lovely area called Boil Hole. There will be a few spirits to pick up along the way.



After about five minutes in the Boil Hole, you'll come across this chest. There's Dragon's Potion inside — you don't want to pass that up!



Another few minutes will go by, and then you'll come across this chest, fully stocked with Healing Potions.



Just a little further down the path, and, out of nowhere comes these two chests!



Finally — but now you've got to face Fargo! Stay away from him while you regenerate your health. If you have level 2 health, it should only take a few times to get strong enough to resume fighting. Use the Water Pillar LV3 for maximum damage.



Now that Fargo's gone, we've got all the crystals, but we've got to go deal with the lung!



As you prepare to leave, to the left, go down a bit and get the spirit to the right. Then back up and head to the North-East. You should be out of the hole in just a minute.



When you get out, you'll be overlooking a building, you've landed in Bangoon Moor.



## Baragoon Moon



Stop in at the first house on the right. You can save here, and better still, upstairs has two rooms with three chests each, plus a spirit hanging outside the rooms!



Guess what! There's one of those sneaky spirits behind the house. Be sure to head to your right, because there's a spirit on your left...



and, of course, one on your right...



and, as you take that long stretch of cobblestone in the middle, you'll find a spirit back there, too.



Now, it's time to head on inside.



Hit the Inn and save, then go next door and get the Black Wings.



After you've talked to everyone in town, you'll know that you probably won't be able to get in the front door of this rather magnificent looking castle, so go around the back.



Well, look at that. Somebody left the back door open. Don't they know scary animals and young magicians will wander in?



Don't go in the door on the side, rather, go all the way around and get the spirit, then go back to the door.



This isn't a safe castle. There are monsters all over the place!



There's a chest midway down the third corridor — you can't miss it!



Take that door next to the chest, and walk around to get the spirit.



Oh, oh, it's Guilty — and he's one mean looking monster. The best way to battle him is to use your level two (or three) Power Stick hits, and then take health in-between shots. This fight could last up to twenty minutes!



Exit the door on the South, and head down the hallway. The next door you enter will lead into a strange room with some chests. There are two chests to open, and the door out of here is facing the west. Exit the door on the South, and head down the hallway. The next door you enter will lead into a strange room with some chests. There are two chests to open, and the door out of here is facing the west. A little later down the hall, you'll run into another chest. But more importantly, the room across from you is place to save! And there's some good stuff!



Another room with a chest... and what's that? Don't! As long as you've found it! Pop. And now we know the truth about Shannon! And don't forget the other chest.



Do as the bdy says — move on! Out the door and down the hallway, you'll soon come across the door that leads to the evil king!



Oh, boy. He's even worse than that freak Guilty! The king will take over 2000 hit points, so be sure to have at least three health power-ups. The key to defeating Beigs is to get in close, and then let him have it with level 3 Water Pillars.



Head out the door and follow the hallway to the top of the castle.



Well, if it isn't our good friend Shannon. Wonder what she wants?



Exit through the psychedelic stone temple plot thing.



## Mammon



Wow — we must be on top of the world!



There's only one place to go, and that's inside! Take the door over to the right, and then follow the green path for awhile. It will eventually lead to a small waiting room.



There's no where to go but out, and when you go back out, you're in another area. How'd they do that?



Keep going up and around until you get to the next portal. You'll be transported to another bizarre area.



The idea, if you haven't figured it out already, is to keep going forward, and never go back through the doors. Just open one door, and look for the next. They're pretty easy to find.



Soon you will come across Epona, and it will be your last chance to save.



The exit out of here is to the east. There is nothing to find in this town, so don't bother looking.



Next, you'll run across Shannon for the last time. Say goodbye!



Mammon is a huge demonic-like beast who's obviously been expecting you and will stop at nothing to bring you down. Let's show him what the boss!



The key to beating him is to forego any of your magic attack spells that you might have learned and instead beat him silly with your staff. The first thing we recommend is to power-up your attack.



You'll learn soon enough that he has three distinct spells to throw at you. First, there's the Wind Blast, which is the only one that can not be avoided. It typically does around 45 points of damage but will miss about 35% of the time.



Next, there's the huge Fire Wall. Luckily, the Fire Wall splits into three sections and can easily be avoided, just run towards the outer-left or outer-right portions of your field to avoid it.



His last attack is a succession of homing Fire Spears that can also be avoided by running around in a tight circle until they run out.



Make sure you heal yourself often and always. When you notice your hp getting under 150, take a few turns to heal back to maximum. You will probably get hit more than a few times while you are healing, but eventually you'll get back up to full health.



After about 2500 hp worth of damage, Mammmon goes down screaming like a baby. See ya!



A bright light blinds you and you find yourself next to Shannon, who didn't disappear with the death of Mammmon.



After your chat with Shannon, you get a wordy ending.



The End.



And then the credits.



**If you were ME**

**would you hang on  
for one more world title?**

**could you thread the needle  
with three guys trying to  
hack you down?**

**would you shoot more?**

**cut your hair?**



**CARLOS VALDERRAMA CAPT. COLOMBIAN NATIONAL TEAM**

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